

User Manual



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Table of Contents

Part I What's new in TurboDemo 7.x?	2
Part II Welcome to TurboDemo	5
Part III Introduction to TurboDemo	7
1 Introduction	7
2 Features List	8
3 Why use different Demo/Tutorial Formats?	9
4 TurboDemo Installation	12
5 System Requirements	12
6 Version's History	13
7 Cooperation with other tools	19
Part IV TurboDemo menus	21
1 File Menu	21
2 Edit Menu	22
3 Slide Menu	23
4 Project Menu	24
5 Icons of the Thumbnail Mode	24
6 Icons of the Single Slide Mode	24
Part V Creating a Demo or Tutorial	28
Part VI Capturing	30
1 Capturing Overview	30
2 Begin Capturing	31
3 Capturing Quickstart Guide	32
4 Hot Keys in capture session!	32
5 Capture Screen and Audio	34
Part VII Editing	37
1 Editing Overview	37
2 Thumbnail Mode	37
3 Single Slide Mode	38
4 Inserting an Image	39
5 Slide Transitions	39
6 Adding Texts, Bubbles and Rollovers	40
Notes and Balloons	40
Balloon and Text Skin	41
Rollovers	42

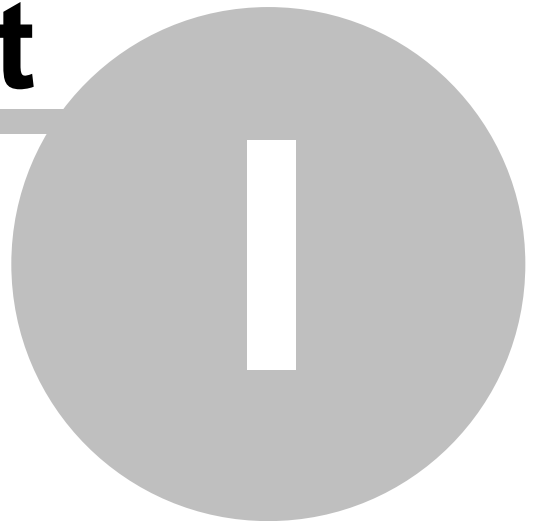
7 Adding Animations	43
Animated Pointers	43
Elastic Bands	43
Shockwave Flash Files	43
Text Simulation	44
8 Adding Objects and Actions to Slide	44
Drawing an Object	44
Adding Hyperlinks	45
Action Options	45
Slide Actions Dialog	46
Pause Button	47
9 Adding Narration or Music	48
Slide Timing	48
Adding Sound to a Slide	48
Audio Editor	49
10 Interactive Functions	50
Interactive Demo/Tutorial	50
Click Area	51
Text Area	51
Hot-Key Area	51
Pause Button	52
Adding Hyperlinks	52
Drawing an object	52
Action Option	53
SCORM	54
Question and answer (quiz)	56
Part VIII Publishing	59
1 Publishing Overview	59
2 Saving the Project	59
3 Opening an Existing Project	60
4 Resizing the Project	60
5 Generate Demo / Publish Demo... ..	61
6 Navigation Panels and Skins	61
7 Publish Demo/Tutorial to a Web Site ..	62
8 SCORM	63
Part IX Options	66
1 TurboDemo Settings	66
2 Project Options	67
Part X Hints and Tips	70
1 TurboDemo Standard and Professional ..	70
2 Important Hot Keys!	70
3 Hints and Tips	72
Part XI License, Ordering and Support	74
1 License Agreement	74
2 Ordering Information	75
3 Technical Support	75

Part XII Contact us	78
1 About us	78
2 Sales	78
3 TurboDemo - Web Site	78
Index	79

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Part



1 What's new in TurboDemo 7.x?

What's new in TurboDemo™ 7.x?

Please scroll down to view the major changes in version 7.x ...

TurboDemo™ is the only screen capture tool that is compatible with all current internet formats.



TurboDemo™ Version 7 is packed with improvements and new features; to reduce production time and to increase the quality and attraction of your demo:

- Quicker, clearer capturing
- More editing options, eg. Typing Simulation, Audio Editor and better interactivity
- And now supporting Microsoft Word output format!

1) Capture and Record Area

- Simultaneous recording of onscreen activities AND sound

2) Editing

- Simulation of text typing
- Audio editor for professional editing of audio streams, e.g. post-editing of volume, cutting of recordings.
- Automatic balloons and notes creation.
- Numerous effects for slide transitions.
- Output of changing individual error messages in interactive elements
- Images and available Skins can be assigned to the rollover feature
- Enhanced user interface
- Clipboard Feature to copy and paste between projects
- Option to make your Pause Button transparent
- Pause button can be resized
- Mouse Cursor files (.cur) and images can be assigned as mouse cursors
- Add mouse click sound to specific slides
- Enhancement of the Quiz function

3) Import of animations

- Enhancement of the SWF import
- Enhanced Linux compatibility

4) Output & Formats

- TurboDemo™ 7.x offers an additional format:
 - Microsoft Word Document (.doc)
- Enhanced Flash output
- Enhanced Resize Option
- Mouse click visualization for left and right mouse clicks
- Additional navigation bar in the old TurboDemo style

5) E-Learning

- Java output enhancements:
 - SCORM is now included in the Pro version

- Statistic information at the end of the Demo/Tutorial
- **SCORM 2004 and 1.2** - compliant in JAVA and FLASH Demo/Tutorials for Learning Management Systems (LMS).

6) PowerConverter - Add - On

Convert PowerPoint Presentations in Flash:

- Now optimized for more supported animations in Office XP and Office 2003

7) Capture Tools for other Operating systems

TurboDemo™ offers additional capture programs to create projects under several operating systems:

- **LINUX** system over the KDE graphical environment
Besides Fedora and RedHat distributions ScreenStudio supports Debian, Ubuntu and Suse distributions
- **MAC OS X**

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Part



2 Welcome to TurboDemo

Welcome to TurboDemo™

Online Demos Creation made easy and fast!™

This efficient and easy-to-use program captures your onscreen-activity and creates online demos, interactive tutorials, software simulations and films in few minutes without any need of programming knowledge.

Create your demos/tutorials without any programming knowledge in the following formats:

- Flash demos/tutorials
- Java/HTML demos/tutorials
- Executable files
- EXE - Standalone Player
- GIF files
- Microsoft Word export
- PDF documents
- AVI files and
- ASF - Windows Media Player format
- Export to Word, Excel, etc.

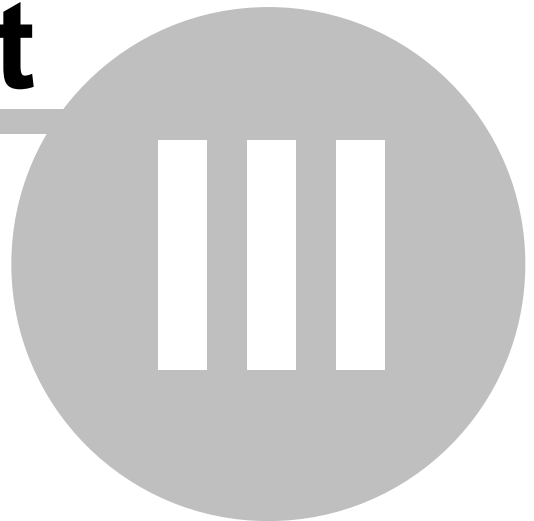


The file sizes of the generated Demos/Tutorials are extremely small and can be started very quickly. An average size for a 1 minute Flash or Java demo is at 0.1 MB. This means that the demos/tutorials can be sent via e-mail sending and can be incorporated easily into your website.

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Part



3 Introduction to TurboDemo

Introduction

This capital describes the TurboDemo™ installation, system requirements, features list and the different output and export formats such as FLASH, Java, etc.

A demo, tutorial, simulation or presentation is created in three major steps:

1. **Capturing:** screen shots of a software application or any onscreen activity.
2. **Editing:** adding animation, text, voice-over, interactive features.
3. **Publishing:** generating a finished file for the Web or Compact Disk.

3.1 Introduction

Introduction to TurboDemo™

Capturing screen activities and creating demos for the internet

TurboDemo - Online Demos Creation Made Easy and Fast!™

Summarized in 3 steps:

First Step: Capturing

With TurboDemo™ you can capture every action on your screen quickly and easily. With a mouseclick or by using the break key, TurboDemo™ creates screenshots in the background that are connected and ready to form a project.

Second Step: Editing

After capturing your application you can edit the screenshots (slides). Add the bubbles or notes to your slide in order to explain the different steps. But that is not yet all you can do, you can add interactive functions, so that the viewer can work with the presentation instead of just watching it; this enhances the learning effect. You can add objects as an eye-catcher or just pictures. Even adding sound or spoken texts is not a problem.

Third Step: Publishing

You can now convert the demo you created into the format you want to have. TurboDemo™ supports a multitude of formats and is thus at the standard of your company.

Generating demos is very easy and there is **no knowledge of programming necessary**.

With some of the formats you even get a manual that shows you how to incorporate them in your website. Most of the formats are independent from the operating system and need only standard Plug-ins which most browsers already contain, like Macromedia-Flash-Plug or the Microsoft Virtual Machine JAVA-plugin!

Reasons for TurboDemo™

TurboDemo™ allows your business to function more effectively, helps your employees become more knowledgeable and enables you to better satisfy your customers. It also ensures that your on-line support infrastructure will be more flexible and efficient.

In E-Learning, E-Commerce, Training or Sales: Everything comes to a halt without proper information and support. Online customers demand comprehensive advice, participants in training programmes need descriptive training material, and sales departments require up-to-date marketing and sales information.

Your solution is TurboDemo™: Where animated demos/tutorials for any topic can be compiled

simply and quickly and then made available on the Internet. A professional software demonstration can, as shown in this example, be produced in a matter of minutes. By doing so you will be able to market your products much more effectively and at the same time, increase your sales. A unique advantage of TurboDemo™, in comparison to previous discussion and communication channels such as 'Call Centres' or correspondence via e-mail is the substantially lower cost. Additionally, thanks to TurboDemo™, your employees will not only be trained in a cost effective and flexible manner, but also quickly and efficiently via the Internet or Intranet.

3.2 Features List

Features List



Recording Made Easy and Fast

- Start recording with one click
- Set size of recording window
- Support of full screen
- Stop recording with one click
- **NEW** Simultaneous recording onscreen activities and sound



Create Demos in Just a Few Minutes

- Java/HTML- or Flash-Demos
- Demos and Interactive Demos with just one click
- No programming knowledge required
- Generated demos are independent of the operating system used
- Viewer does not need a exotic codec or plug-in to view the demo



Easy to Use, Intuitive Editing

- Undo and Redo function
- Single slide view and thumbnail view
- Re-position the mouse on the slide
- Adjust the mouse cursor design or hide it
- Straight or curved cursor movement
- Insert, add, delete and duplicate slides
- Add audio, images, hyperlinks, captions and animated effects
- Positioning of the objects with the arrow keys



Small and Fast Demos

- Greatly compressed demos
- Begin demos quickly by using streaming technology
- Suitable for sending via e-mail
- Suitable for integration into web sites



Special Effects

- Animated notes and balloons
- Rollover and elastic band effects
- Eye-catchers through Attractors
- Customized shapes and colors
- Customized font size, style and formatting
- Addition of more than one object to the slide
- Graphical analysis of the questions and answers
- Import of Flash Animations (SWF)
- **NEW** New Typing Object to simulate typing of characters
- **NEW** Numerous effects for Slide transitions
- **NEW** Place images and Skins to your Rollover object



Interactive Areas

- Click area (left-, right- and double-click)
- Hot-Key area
- Text area
- Success and error messages
- Hyperlink to a Web page or another demo
- Quizzing Function
- **NEW** Multiple Error Messages



Audio, Sound

- **NEW** Recording with the new Audio Editor
- Import of WAV files
- Assigning audio to one or several slides
- Adding or deleting sound



Export Option

- **Java/HTML demo** - **NEW** Now **SCORM** 1.2 and 2004 compliant
- **Flash demo** (SWF Format) - **NEW** Now **SCORM** 1.2 and 2004 compliant
- **AVI** Movie (AVI Format not compressed)
- **ASF** Windows Media Player format
- Caption text export (TXT Format)
- Executable Demo (EXE File)
- **PDF** as a print out (PDF Format)
- **GIF** animation (GIF File)
- Image export (GIF , JPG and BMP Format)
- **NEW** Microsoft Word (DOC)



Additional Options

- Customize slide duration
- Add author information to the demo
- Quick loading, saving and compiling
- 32-Bit and native XP application
- Player controls
- Stand alone demo player

3.3 Why use different Demo/Tutorial Formats?

Why use different Demo / Tutorial Formats?

When considering sending a Demo/Tutorial it must be remembered that they are dependent upon how the end-user views them. This means the end-user may have:

- A different operating system on their computer than what you have (MS Windows,

Mac, Linux etc...)

- A different internet browser than yours (either no Internet browser, Netscape Navigator, MS-Internet Explorer etc...)
- A long demonstration (1 Minute Demo, 1 Hour Tutorial or even longer)

TurboDemo™ helps to create Flash, Java, Exe, AVI and standalone Demos/Tutorials.

Please see below the advantages (+) and disadvantages (-) of these formats:



Flash-Demo/Tutorial (*.SWF)

- + The average size of a 1 Minute / Tutorial is 100 – 350 KB.
- + Flash-Plug-In is a small file size and is quick to download from the Internet.
- + Flash-Plug-In is a standard browser plug-in.
- + Audio and Sound are better compressed.
- + Platforms (MS Windows 95 and later, Macintosh, Unix, Pocket PC, Linux).
- Flash Demos/Tutorials are limited to 16000 Macromedia Flash frames.
- An Internet browser is required.
- Demo/Tutorial file size could be larger than Java-Demo/Tutorial file size.
- Right-click and double-click are not supported in interactive Demos/Tutorials.



Java-Demo/Tutorial

- + The average file size of a 1 Minute / Tutorial is 100 – 200 KB.
- + No duration limit with Java Demos/Tutorials.
- + The Java-Plug-In is a standard plug-in and on the most OS preinstalled.
- + File size is smaller than Flash-Demo/Tutorial file size.
- + Right-click and double-click are supported in interactive Demos/Tutorials.
- + Platforms (MS Windows 95 and later, Macintosh, Unix, Pocket PC, Linux).
- A Java-Plug-In is very large to download from the Internet.
- There are incompatibilities between the Sun and the Microsoft Java Runtimes
- An Internet browser is required.



Exe-Demo/Tutorial

- + An internet browser is not required.
- + Interactive Hot keys are supported
- + Platforms (MS Windows 95 or higher).
- Exe-Files can be hard to attach to emails due to firewall restrictions.
- Exe-Files enlarge the Demos/Tutorials by 1300 KB.
- Flash Demos/Tutorials as Exe-files are limited by 16000 Macromedia Flash frames.
- Right-click and double-click are not supported in interactive Demos/Tutorials.



Standalone-Demo/Tutorial

- + Suitable for sending via CD to end-users.
- + An internet browser is not required.
- + Unlike Flash, interactive right-click and double-click is supported.
- + No duration limit.
- + Platforms (MS Windows 95 or higher).

- The Demo/Tutorial file size is large.



AVI-Demo / Tutorial

- + Applicable to send via CD to end-users.
- + Internet browser is not required.
- + No duration limit with AVI Demos/Tutorials.
- + Platforms (MS Windows 95 and higher).

- Demo / Tutorial file size is large.

- No Sound or Audio.

- No Interactivity.

- The average size of a 1 minute Demo / Tutorial is between 100-300 MB not compressed (compressed 3-5 MB).

- Player-Plug-In is required.



ASF Windows Media Player Format

- + High Compression
- + Small Files
- + Windows Standard format
- + No duration limitation
- + Can be with Sound
- + Streamable

- Interactivity is not supported

- Windows Media Player 7 required

- Not Operating System independent

- Limited to 256 colors



PDF documentation

- + Print out documentation

- No animation and Audio.

- Player-Plug-In is required Acrobat Reader.



GIF-Demo/Tutorial

- + Standard Internet format
- + No duration limit.
- + Platforms (MS Windows 95 or higher, Macintosh, Unix, Pocket PC, Linux).

- Demo/Tutorial file size is a little large.

- No Sound or Audio.

- No Interactivity.

- The average size of a 1 minute Demo/Tutorial is 700 KB.



Export Slides as Images

- + Import the exported images to any application such as WORD, EXCEL, PowerPoint, ...
- + Ideal for creating user manuals or documentations

- Images lack on animations and audio



Microsoft Word

Export as Word Document

- + Edit your documentation of your project
- + Assign your corporate identity to the pamphlet
- + Use templates for different purposes

- Word-documents do not support animation
- Word needs to be installed on the computer

3.4 TurboDemo Installation

TurboDemo™ Installation

To install TurboDemo™ from a **CD-ROM**,

1. Simply insert the CD-ROM into your drive.
2. The Windows Autorun capability will start the TurboDemo™ setup program. If the CD does not start automatically, select the Run... option from the taskbar Start Menu and enter:
D:\CDStart.exe
(replacing D: with your CD-ROM drive letter)
3. Select "**Install TurboDemo™**" or "**Run TurboDemo™ from the CD**".
4. Read the program license conditions carefully.
5. Choose the directory into which you wish to install TurboDemo™.

Please follow the instructions of the Setup program displayed on the screen until you receive the message "The installation is completed".

To install TurboDemo™ from a **downloaded file**,

1. Start the installation program TD-Setup.exe.
2. Read the program licence conditions carefully.
3. Chose the directory in which you wish to install TurboDemo™.

Please follow the instructions by the Setup program displayed on the screen until you receive the message "The installation is completed".

[Introduction](#) / [System Requirements](#) / [Features](#)

3.5 System Requirements

System Requirements

TurboDemo™ User Interface requires at least:

- PC with Microsoft Windows (95 or higher)
- 50 MB of free hard disk space
- 64 MB RAM (More memory improves performance)
- SVGA Graphic Card with 256 colors
- Windows Media Player 9 or higher for creating **ASF** Videos / Movies

End-user requirements for **Flash Demos/Tutorials**:

- Internet Browser (Microsoft-Internet Explorer, Netscape Navigator, ...)
- Macromedia Flash-Plug-In for viewing the demonstrations
- Demos or tutorials can be viewed on Microsoft-Windows (95 or higher), Macintosh, UNIX, Linux and Pocket PCs

End-user requirements for **Java/HTML Demos/Tutorials**:

- Internet Browser (Microsoft-Internet Explorer, Netscape Navigator, ...)
- Java Runtime installed (either Microsoft Virtual Machine or Sun Java Runtime) to view the demos
- Demos or tutorials can be viewed on Microsoft-Windows (95 or higher), Macintosh, UNIX, Linux and Pocket PCs

End-user requirements for **GIF Demos/Tutorials**:

- Internet Browser (Microsoft-Internet Explorer, Netscape Navigator, ...)
- Demos or tutorials can be viewed on Microsoft-Windows (95 or higher), Macintosh, UNIX, Linux and Pocket PCs

End-user requirements for **PDF Documentation**:

- Internet Browser (Microsoft-Internet Explorer, Netscape Navigator ...)
- Acrobat Reader from Adobe (or other suitable PDF reader)
- Demos or tutorials can be viewed on Microsoft-Windows (95 or higher), Macintosh, UNIX, Linux and Pocket PCs

End-user requirements for **EXE Demos/Tutorials**:

- Operating System Microsoft-Windows (95 or higher)

End-user requirements for **ASF Videos/Movies**:

- Windows Media Player from Version 7

End-user requirements for **AVI Videos/Movies**:

- Operating System Microsoft-Windows (95 or higher)

End-user requirements for **Standalone Demos/Tutorials**:

- Operating System Microsoft-Windows (95 or higher)
- CD-Device

End-user requirements for **Word Export**:

- Operating System Microsoft-Windows (95 or higher)
- Microsoft Word installed on the computer

[Introduction](#)

[Installation](#)

3.6 Version's History

Version History

What's new in Version 7.x?

Capturing

- Capture Screenshots and Audio at the same time

Editing

- Simulation of text typing
- Audio editor for professional editing of audio streams, e.g. post-editing of volume, cutting of recordings.
- Automatic balloons and notes creation.
- Numerous effects for slide transitions.
- Output of changing individual error messages in interactive elements

- Images and available Skins can be assigned to the rollover feature
- Enhanced user interface
- Clipboard Feature to copy and paste between projects
- Option to make your Pause Button transparent
- Pause button can be resized
- Mouse Cursor files (.cur) and images can be assigned as mouse cursors
- Add mouse click sound to specific slides
- Enhancement of the Quiz function

Import of animations

- Enhancement of the SWF import
- Enhanced Linux compatibility

Output & Formats

- TurboDemo™ 7.x offers an additional format:
 - Microsoft Word Document (.doc)
- Enhanced Flash output
- Enhanced Resize Option
- Mouse click visualization for left and right mouse clicks
- Additional navigation bar in the old TurboDemo style

SCORM Enhancements

- The SCORM Demo/Tutorials can be exported now with 2004 compliance
- JAVA SCORM feature is now included in the Professional Version

Enterprise Version Extensions

PowerConverter - Add - On

Convert PowerPoint Presentations in Flash:

- Now optimized for more supported animations in Office XP and Office 2003

Capture Tools for other Operating systems

TurboDemo™ offers additional capture programs to create projects under several operating systems:

- **LINUX** system over the KDE graphical environment
 - Besides Fedora and RedHat distributions ScreenStudio supports Debian, Ubuntu and Suse distributions
- **MAC OS X**

What's new in Version 6.0?

A graphic summary of TurboDemo™ 6.0 can be viewed [here](#).

SCORM compatible formats

- Take advantage of SCORM export for Flash and JAVA formats in E-Learning tutorials (With SCORM you are able to receive results, like wrong clicks, out of your demo)
- Work with the results of the participants using the LMS (**L**earning **M**anagement **S**ystems can manage your demos and the results for the viewers)

New Flash Export

- The Flash export has been totally redone and now allows simulations or demonstrations with a longer duration and smaller file size
- In addition to different color depths users can now select a JPG compression for generating demonstrations
- Choose between several navigation bars for Flash and EXE export
- Import Shockwave Files (SWF) to a slide to make Demos/Tutorials more attractive
- Visualization of mouse clicks in the generated Demos/Tutorials

Improved user interface

- Addition of UNDO and REDO functions
- Alignment of objects with the arrow keys
- Automatic balloons and notes creation
- Images imported directly as a screenshot (slide background)

Enterprise Version Extensions

- E-Learning solutions with full SCORM compliancy
- [SkinStudio](#) Add-On for creating your own balloons and notes with your company logo or corporate design
- [PowerConverter](#) to convert your big Powerpoint presentations into small and streamable Flash files for your webpage
- ScreenStudio to capture screenshots under Linux and Mac to be edited later, using TurboDemo™

Additional Formats

- [ASF-Format](#): This Windows Media Player format allows you to make extremely small videos for viewing from version 7 and above.
- [Image Export](#): Export your slides as images in the formats BMP, GIF or JPEG

What's New in Version 5.0?**Network Version / CD Version**

- The network version allows users to launch TurboDemo™ without installation from either
 - a **CD** or
 - **the server**
- Standard or default settings can be created for the server
- The user can adjust the TurboDemo™ settings on their personal workstation

Recording

- Use "**CTRL+Shift+T**" for **automatic capturing method** in addition to "Mouse tracking" and "Pause" Button
- A **faster way of capturing** by using **DirectX** technology: DirectX offers the power of multimedia in Windows and gives you the best possible experience with graphics, sound, music, and 3-D animation. Using DirectX with TurboDemo™ allows you to record screenshots much faster and capture quicker movements that normally can't be captured by standard Windows routines. TurboDemo™ currently supports DirectX versions 6.0 through 9.0
- Option to record Drag&Drop-icons
- Option to record icons including their ToolTips

New export formats

- Additional documentation option to generate **PDF** files
- Additional option to compile your Demo in **GIF** format, as well as FLASH, JAVA, HTML and EXE

Animated Objects

- Additional animated objects such as a **Wizard** or **logos**
- Now you can use amazing skins for your Balloons and Notes
- Additional shapes for call outs, balloons, notes and text objects

Enhancements

- **Memory Manager**: The new Memory Manager allows TurboDemo™ to use **20 to 50 TIMES less RAM** than before. So even if you have a lot of slides, your

computer will still be able to run smoothly using only a small amount of RAM
[Example: 5 MB TDP-Project is now only 1.9 MB]

The Memory Manager is completely transparent and is running automatically in the background

- Increased Objects Capabilities:
 - Ability to **select more objects** or even **ALL objects** in a slide and use all of the functions such as Cut, Copy, Paste, Delete, Moving, and more...
 - **Lock** and **Unlock** Feature: Now you can lock/unlock each individual object. This guarantees that the position and traits of the locked object will be fixed and cannot be moved by mistake.
- Additional menu items for **easier editing** of the Interactivity functions
- Added flexibility to the interactive "Click Area" options.
- Can access the "Additional Click Areas" option from the "Slide" drop down menu or from the icons.
- Setting to **Automatically Open the Last Project:**
This is an option that can easily be activated or deactivated.
- Enhancements for Flash generation
- Importing of GIF files.
- Revision of the Help file, now available in HTML format
- Options to modify the slide color
- A Confirmation Message is provided prior to deletion of a slide
- The quantity of items in the Last Projects Menu has been increased from the last 5 to the last 8 items

Navigation

- **"No Skin Option"** when compiling in Java
- More skins available for Flash Demo/Tutorials
- Control Panel for the Internal Player: Increase and Decrease of the Slide Time.

What's New in Version 4.0 and 3.0?

TurboDemo™ 4.0 provides features and enhancement options for the users and end-users.

Description of enhancements:

- **Generate Flash Demos/Tutorials:** The user is now able, using the new Flash Export feature to create Macromedia Flash Animation with all features, objects and functions of TurboDemo™. Without any prior Flash Programming knowledge, the user can create amazing Flash Animations with one click.
- **Interactive Flash Demos/Tutorials:** Create Macromedia Flash Animation including the interactive functions and objects.
- **Flash navigation:** Choose one of 3 amazing navigation panels to present your Demos/Tutorials.
- **New skins:** The new version of TurboDemo™ will offer 12 fantastic new Java/HTML-skins for free.
- **Resize project's resolution:** After you have completed a Demo/Tutorial you can alter screen resolution size of your Demo/Tutorial. You can shrink or enlarge your Demo/Tutorial resolution size.
- **Screenshot capturing using the mouse:** This feature allows the user to use the mouse to capture screenshots. Every time the mouse is clicked a screenshot is taken. You can also continue to use the hot-key as always to capture screenshots.
- **Automatic adaptation of the capture area:** The capture area will automatically conform to the application you would like to record (CTRL+SHIFT+R). And vice versa the application can be automatically fitted to the area captured (CTRL+SHIFT+P).
- **No Time Restriction:** The minimum reading time (Project/Options Menu) can now be

reduced to 0.1 sec. using the "No Time Restriction" entry. With this new feature you will be able to make a realistic simulation of typing of a text in an application.

- **Compatibility:** 100% compatible with older versions of TurboDemo™. The old project files can be imported directly without using any conversion routines.
- **Clipboard Options:** Use CTRL+C, CTRL+V and CTRL+X to copy and paste all objects and slides in your projects.
Transfer slides from one project to another using the clipboard option.
- **Enhanced Options for Single Slide View:** Copy, Cut, Paste, Delete and duplicate slides in the view Single Slide Mode.
- **Automatic compilation of the Demo/Tutorial:** This option helps the users to easily generate Demos/Tutorials using the last selected file format chosen
- **Enhanced objects in relation to the slides**

Shape object: The Shape can have any possible form. The user can choose as a drawing tool a rectangular shape, elliptic shape, lasso tool and poly lasso tool. Furthermore, the user can define the opacity of the shape, background color, outline color, outline style and outline thickness.
As with Notes and Balloons, the user can place as many Shape-Objects as desired on a slide. The Shape Objects can be elongated as well.
An action can be assigned to any shape.

Objects assigned to actions: Actions give the user the ability to create amazing interactive Demos/Tutorials. The following actions can be assigned to objects (e.g. Shape Object):

1. **Slide Label Skip:** The user can choose to jump to a slide using the slide name. This has the advantage that it is not important if a slide is later inserted or deleted. The Software will always jump to the correct slide.
 2. **Relative Skip:** This means that the user can define a relative value in order to jump to another slide. Therefore if the end-user is currently on slide 10 and the user has defined as an event Jump+3 then the software will go to Slide 13.
 3. **Absolute Skip:** This means that the user can define an absolute value in order to jump to another slide. So if the end-user is currently on Slide 10 and the user has defined as an absolute value of 3 then the software will go to Slide 3.
 4. **First and Last Slide Skip:** This means that the user can define the action to go to the first or last slide.
 5. **Web-Site or E-Mail URL:** This action can be used to open a new URL or a website.
 6. **Close Demo/Tutorial:** This action closes the current window where the Demo/Tutorial is being played.
- **Insert Slide Action:** Placed on a slide it will perform a defined event automatically (without interaction). So, for example, if the user assigned the Relative Skip Event +5 to Slide 10, then when the Player comes to Slide 10 the Player will automatically jump to Slide 15. The user can specify if the automatic actions should be fired/started before the Slide is displayed (immediately when the slide appears) or after the display time of the slide has elapsed.
 - **Extended success and error message object:** The user can define a action for each object, success and error message and decide which action to take when an answer is correct or not.
 - **Extended Pause Area:** The Pause Area can be extended with Actions such as Shape Objects.
 - **Text Object:** The user can insert Text-Objects which are constantly displayed on a slide and unlike Notes or Balloons, do not disappear. The background can be transparent or translucent. As with Notes and Balloons, the user can place as many Text-Objects as desired on a slide.
 - After creating an object, such as a Note Text, properties (such as font, color and background color) of this object will be defined for the whole project and become the default properties for new objects.

What's New in Version 2.0?

TurboDemo™ 2.0 continues to improve the most important technologies like Streaming-Technique

and Flash-Support to make the Demos/Tutorials small and effective to start for the end-user. For example, TurboDemo™ now uses animated objects to make Demos/Tutorials more attractive. TurboDemo™ uses Click-, Key- and Field-Areas to make interactive E-Learning Demos/Tutorials for Training.

Description of enhancements:

- A fantastic intelligent Streaming Technology. Now the Demos/Tutorials start immediately and information is loaded in the background.
- New compression algorithms. The Demos/Tutorials are at least 10 times smaller than before.
- Amazing export to Macromedia FLASH-Animation (SWF) with only one click.
- Import and Export to Text-File format. By using these features, it is simple to translate an already created Demo/Tutorial Project in another language or do, for example, a spelling check with external software.
- Animation Objects:
 - Animation Effect for Notes and Balloons.
 - Rollover Object.
 - Attention Attractor Object (Eye Catcher).
 - Elastic band Object (Animated Ellipses and Rectangles).
- Hot-Key Area Object. With the Hot-Key Area Object, you can create Demos/Tutorials that react to specific Hot-Keys.
- Click Area Helper Object. This Object is applied to help the end-user see where to click and is only shown if the user clicks outside of the defined Click Area.
- New Skin Engine. Skin possibilities have been extremely extended
- Demo-Tour Size is displayed after compiling the Demo/Tutorial
- End Mouse Point (red circle) can be moved directly in the Single Slide Mode
- With a double-click on the Start Mouse Point (blue circle) or on the End Mouse Point (red circle), you can change the mouse shape directly.
- Automatic replacement of non-capture-able mouse shapes
- Selection of all slides menu
- De-selection of all slides menu
- If you are navigating between slides in the Single Slide Mode and you return to Thumbnails Mode, you will be positioned directly to the slide that was active in Single Slide Mode
- Paste Object Menu entry in Objects Menus
- Windows Standard Hot-Keys such as Ctrl+X, Ctrl+C, Ctrl+V.
- When deleting a slide TurboDemo™ does not jump to the first slide anymore.

What's New in Version 1.5?

- Print routines have been implemented
- Fonts and colors can be selected in Balloons, Notes, etc...
- Time limits can be set for Demos/Tutorials
- Export to AVI-Movie. You can export your Project to an AVI-Movie
- Additional graphic file formats (BMP, TIFF, PNG, JPEG, PCX, TGA, PCD)
- Skin engine.

What's New in Version 1.4?

- Reseller Marketing Program. The Internet TurboDemo™ Reseller Program will pay you 15% of all software sales generated from your reseller ID#. Visitors to your site will receive a TurboDemo™ Version with your personal reseller ID# inside. This guarantees that you will get paid for any software purchase made with your personal TurboDemo™ Version. This means that you can share your TurboDemo™ Version everywhere (CD-ROM's, Newsletters, Homepages, etc). For more information see our Homepage (www.turbodemo.com).

- Support for double-byte characters languages (e.g. Japanese, Chinese).
- Localization Test routines
- Multiple instances of TurboDemo™ can be launched from different directories

What's New in Version 1.2?

- Several internal changes
- You can contact balesio GmbH & Co. KG and order TurboDemo™ per Fax over London, Washington, Paris, Milan and Sydney

What's New in Version 1.1?

- Deletion of in-use files during uninstall
- More possibilities to order TurboDemo™

What's New in Version 1.0?

- First release was in 1998 in Germany and has been widely used in the Fashion Software Industry.

3.7 Cooperation with other tools

Cooperation with other tools

As you see, TurboDemo™ can be incorporated easily into help manuals. This help manual was created with the help authoring tool [Help&Manual](#) of EC Software

We would like to thank EC Software for their excellent cooperation.



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Part



IV

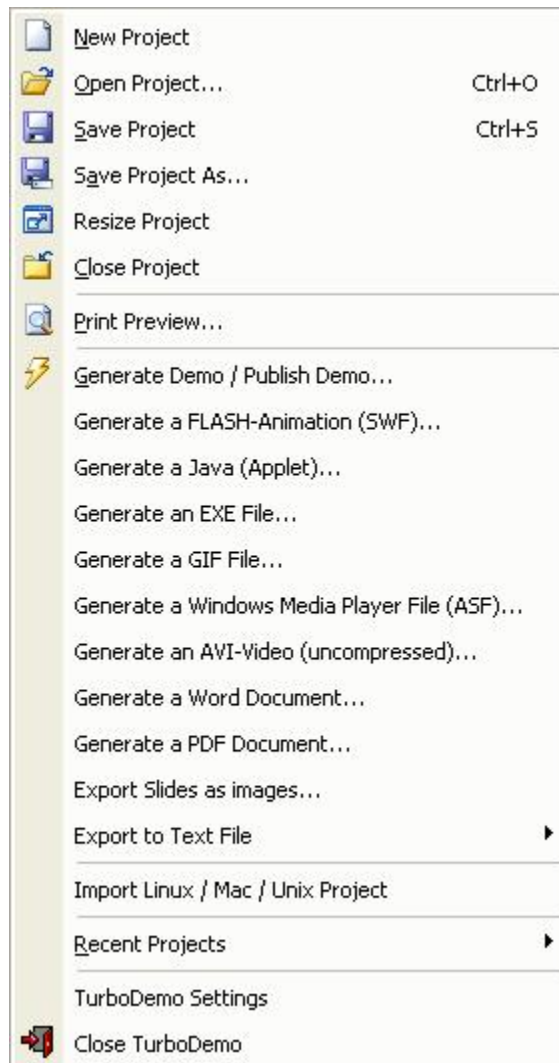
4 TurboDemo menus

Menu Summary

This section describes TurboDemo™ menu items and toolbar icons

4.1 File Menu

File Menu














- The file menu is used to open, close and save projects and demonstration files. Many different demonstration file formats are supported.
- **TurboDemo Settings** allow activation of options like, for example, "**Use safe capturing method**" which corrects capturing errors on some NVIDIA graphic cards.

[Further Information about TurboDemo Settings](#)

[Advantages and disadvantages of the different formats](#)

4.2 Edit Menu

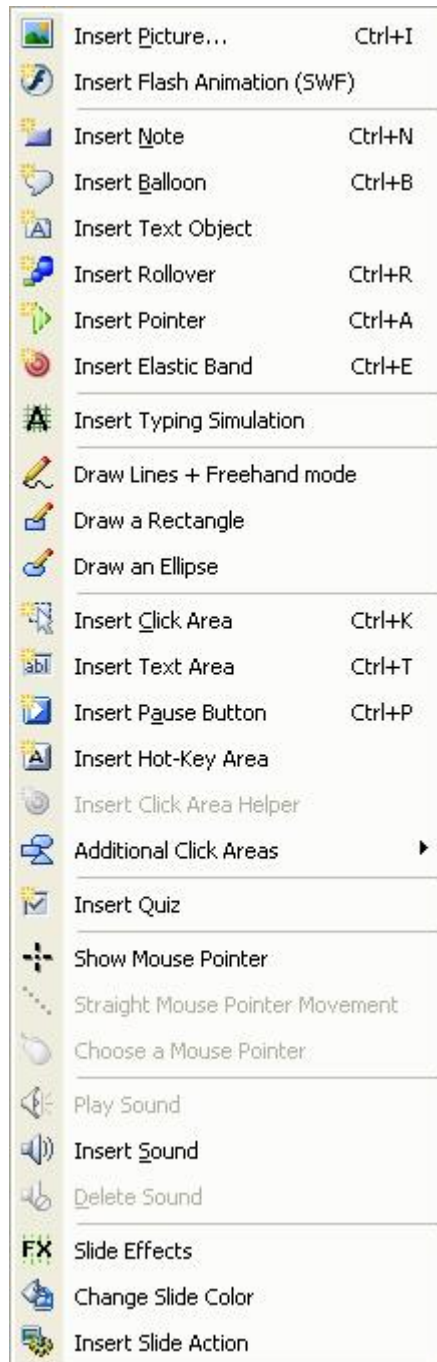
Edit Menu

	Undo	Ctrl+Z
	Redo	Ctrl+Y
	Select all objects	Ctrl+A
	Cut selected Object	Ctrl+X
	Copy selected Object	Ctrl+C
	Paste Object	Ctrl+V
	Delete selected Object	
	Lock selected Object	
	Unlock selected Object	
	Copy Slide Image (Screenshot)	
	Copy Slide Image with all Items	
	Paste Image	
	Select Slide	
	Select all Slides	
	Deselect all Slides	
	Cut Slide(s)	
	Copy Slide(s)	
	Paste Slide(s)	
	Duplicate Slide	
	Delete Slide(s)	

- With Edit you can copy, paste, cut or delete objects, as well as undo or redo actions
- Note that the option "Copy slide image (Screenshot)" copies the image onto the clipboard, so that it can be edited in image editing programs such as Photoshop, Paintshop Pro, etc.
- The options in the lower part of the menu are for working internally in the program so that you can for example copy slides from one project to another.

4.3 Slide Menu

Slide Menu



- With this menu you can add objects to the current slide (not available in thumbnail mode)
- Multiple objects can be gathered in a group to enhance orientation
- Note that with interactive options like "Insert Click Area" it is only possible to have one object per slide because they stop the slide, until a end-user condition is fulfilled

Further information about the different objects can be found at the following links:

[Adding texts and visual effects](#)

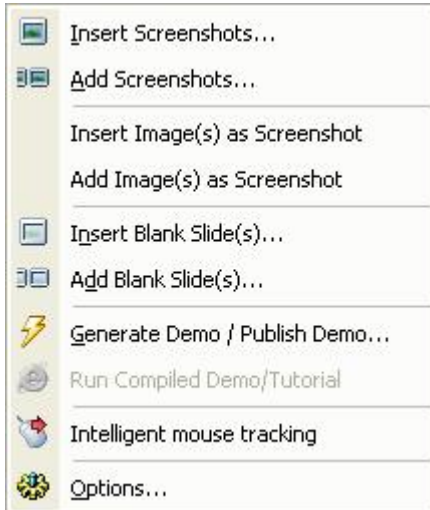
[Adding objects and actions to the slide](#)

[Adding narration or music](#)

[Interactive functions](#)

4.4 Project Menu

Project Menu







- You can add slides to your project after it has been captured and stored. We differentiate between **screenshot slides** (as background) and **empty slides** (blank)
- A new feature is the implementing of images as slides.
- The option "Intelligent Mouse Tracking" is only important for you if you have projects, created with version 4.0. If you have questions about this feature, please send an e-mail to support@turbodemo.com.
- With "Options" you can make general settings for the whole project. More about that [here](#).






4.5 Icons of the Thumbnail Mode

Icons in the Thumbnail Slides - Summary



Project

-  New Project - Create a new project.
-  (CTRL + O) - Open an existing project for editing.
-  (CTRL + S) - Save an open project after editing
-  Printout preview.

Slide editing

-  Cut slide(s) to the clipboard
-  Copy slide(s) to the clipboard
-  Paste slide(s) from the clipboard into the opened project
-  Duplicate slide(s)
-  Delete slides

View mode

-  F3 - Single slide mode
-  F10 - Show all slides

Project functions

-  Automatic compilation of the Demo/Tutorial

4.6 Icons of the Single Slide Mode

Icons of the Single Slide Mode

Project

New Project - Create of a new project.



(CTRL + O) - Opening an existing project for editing.



(CTRL + S) - Save an open project after editing



Printout preview.

Edit

Undo - reverse previous steps



Redo - repeat the steps previously undone

Objects for the clipboard

(CTRL + X) - Cut selected object to the clipboard



(CTRL + C) - Copy selected object to the clipboard



(CTRL + V) - Paste clipboard into the current slide

Slide clipboard method

Cut slide(s) to the clipboard



Copy slide(s) to the clipboard



Paste slide(s) from the clipboard into the opened project



Duplicate slide(s)



Delete slides

View mode

(F3) - Single slide mode



(F10) - Show all slides

Add Objects

(CTRL + I) - Add an image



(CTRL + N) - Add a note



(CTRL + B) - Add a bubble



Add text object: add a transparent text comment area to your slide



(CTRL + R) Add a rollover to description an area



(CTRL + A) Add an attractor as eye catcher



(CTRL + E) Add an elastic band as eye catcher



Add Flash animations in the Shockwave format (SWF)

Drawing customized objects

Drawing an object and adding an action



Creating a rectangle and adding an action



Creating an ellipse and adding an action

Interactive objects

(CTRL + K) - Adding a click area for an interactive Demo/Tutorial



(CTRL + T) - Adding a text area for an interactive Demo/Tutorial



(CTRL + P) - Adding a Pause button



Adding a hot key area to an interactive Demo/Tutorial



Adding a click area helper to an interactive Demo/Tutorial

Quiz function



Adding a question and answer(s) to the slide

Mouse functions



Hide the mouse pointer to show a screenshot without mouse movement



Show mouse pointer on the slide



Adjust the type of mouse pointer

Audio functions



Add sound to one or several slides



Deleting sound from one or several slides



Start the audio assistant or playback function

Slide functions



Add a slide function

Project functions

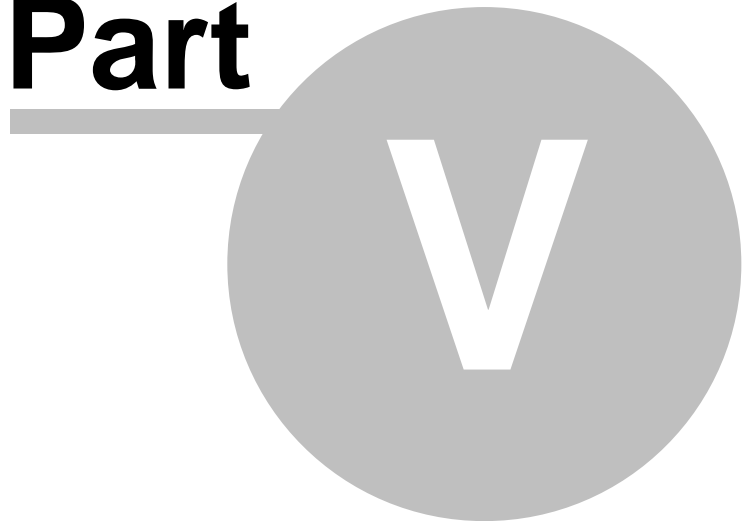


Automatic compilation of the Demo/Tutorial

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Part



5 Creating a Demo or Tutorial

Creating a Demo/Tutorial

A demo, tutorial, simulation or presentation is created in three major steps.

1. **Capturing:** screen shots of a software application or any onscreen activity
2. **Editing:** adding animation, text, voice-over, interactive features
3. **Publishing:** generating a finished file for the Web or a CD-ROM

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Part

VI

6 Capturing

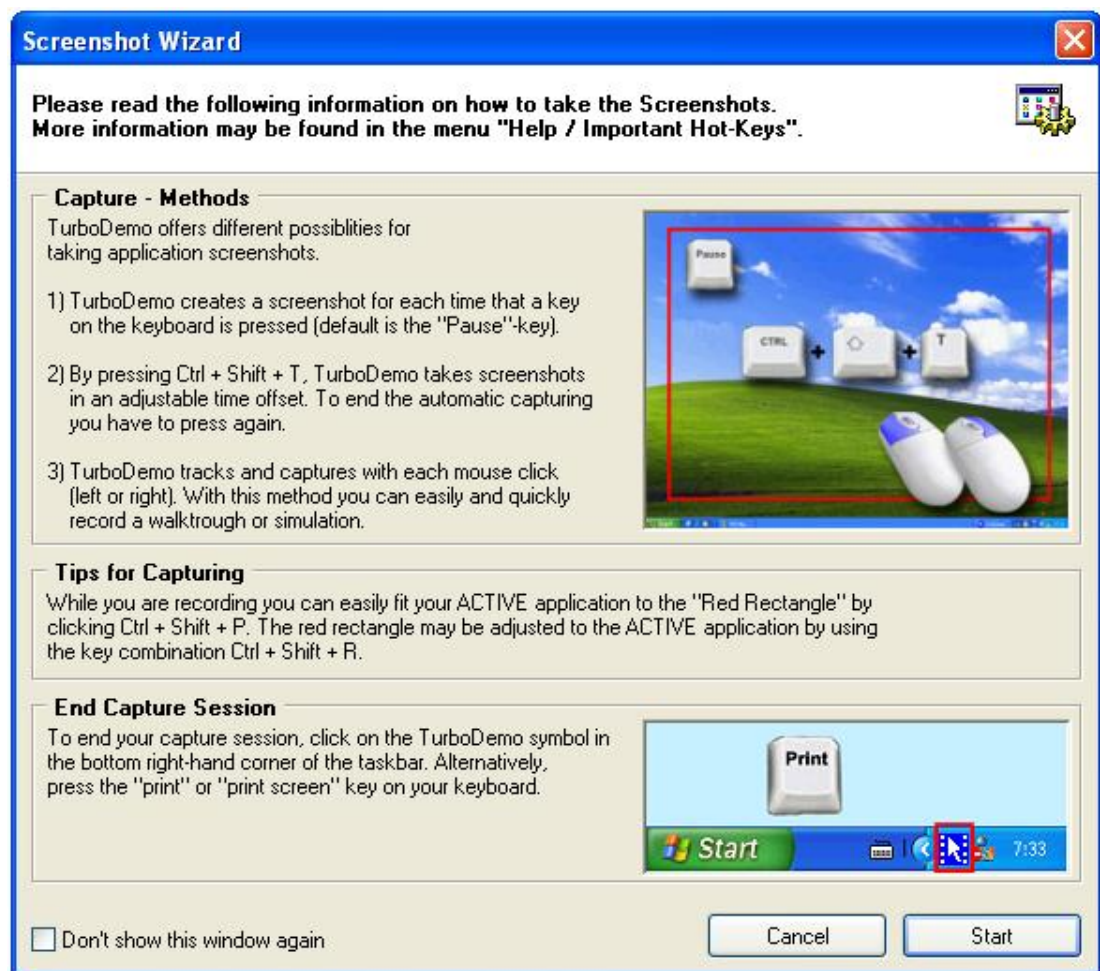
6.1 Capturing Overview

Capturing Overview

Capturing (sometimes called recording) screenshots is the first step in the TurboDemo™ process. To begin you must specify a capture window size. This size (or resolution) will become the final size of your Demo/Tutorial. You can do this manually or use a preset size. You also can automatically size your capture area to the size of the application you like to capture or vice versa.

There are several ways to capture or record a screenshot - using the right- or left-click or using a hotkey. Additionally, TurboDemo™ may be set to automatically capture at the rate of an adjustable amount of screenshots per second.

By using a hotkey you can toggle between screenshot mode and thumbnail mode to monitor the screenshots you have taken.



TurboDemo™ works by capturing screenshots to create application Demos/Tutorials or simulations. These screenshots are captured in a step-by-step process and the Demo/Tutorial created thus functions as a small film. Demo/Tutorial files can be created in many formats, including Java, HTML and Flash

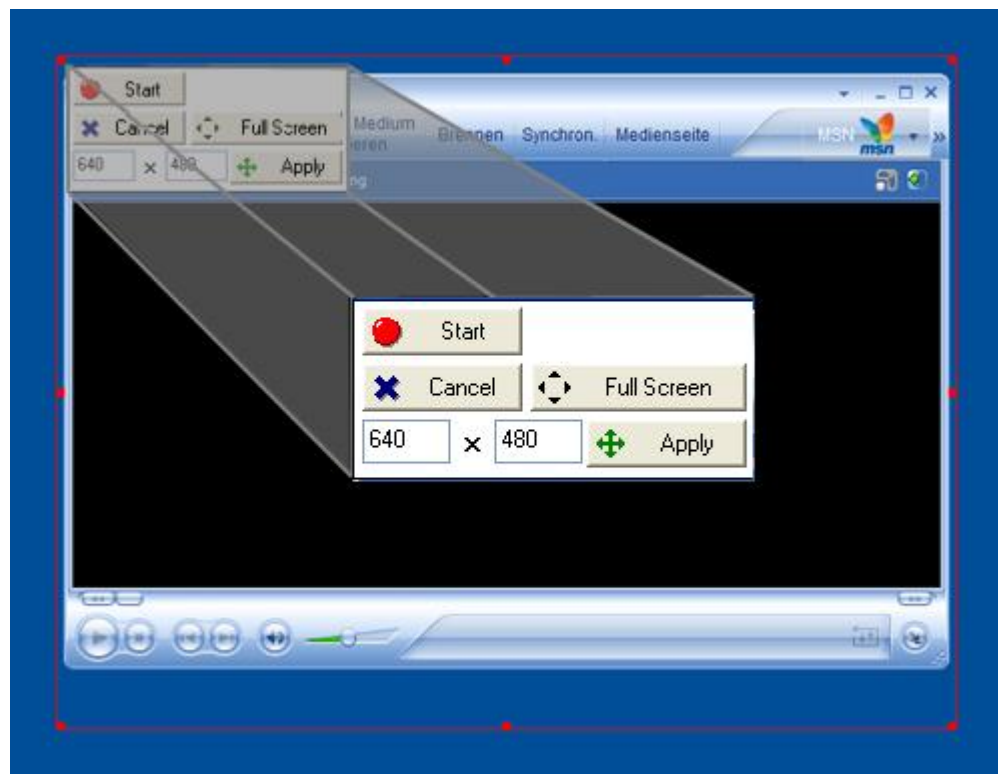
With every left- or right-click of your **mouse** in the red rectangle area TurboDemo™ will capture the application screen. Capturing can also be done by pressing the "**Pause**"-key.

6.2 Begin Capturing


Begin Capturing

Generating a Demo/Tutorial is easy and straightforward. Please follow these steps to create your Demo or Tutorial. This example shows step-by-step how to create a Demo/Tutorial (for example with a 640 x 480 pixels application size):

- Step 1: Start TurboDemo™ and click on "**New Project...**" in the "File" menu.
- Step 2: Choose the appropriate resolution. TurboDemo™ will show you a rectangle of this size on the screen.



You can also adjust the size of the rectangle by clicking on the dots on the red frame and moving them.

- Step 3: Open or activate your application in the red frame. Fit easily your application into this red rectangle by using the hot-keys **CTRL+SHIFT+P** or **CTRL+SHIFT+R**.
- Step 4: With each click of your **mouse** (can be turned off) in the red rectangle area TurboDemo™ will capture the current screen. Alternatively you can define a key to do this, default is the "**Pause**"-Key. A new method since version 5 allows the capture of screenshots automatically at preset time intervals. This automatic interval can be toggled with the key sequence **CTRL+SHIFT+T**.
- Step 5: When finished capturing, you can return by clicking on the TurboDemo™ icon  in the System Tray. When this icon is hidden from view, press the "**Print**

"-Key



Step 6: [Edit your Demo/Tutorial](#): Add balloons, animated objects, notes, interactions, SWF-files etc.


Step 7: Click **Generate Demo / Publish Demo..** in the **"File"** menu and select a format of your Demos/Tutorials:

- Flash
- Java/HTML
- GIF (animated)
- PDF
- EXE
- AVI uncompressed
- ASF Windows Media Player Format
- BMP, GIF or JPG Images
- Word Document (DOC)

Step 8: After the completion of the generation process you will be asked: "Do you want to start the generated demo in the browser?"

6.3 Capturing Quickstart Guide

To capture screenshots of a software application

1. Launch the target application you wish to capture
2. Launch TurboDemo™
3. Select **New Project** from the **File** menu
4. Select a standard screen capture size, use your own capture size or adjust the rectangle with the mouse
5. Click on the title bar at the top on the application you wish to capture and the title bar will become highlighted.
6. Press **CTRL-Shift-P** and the application will appear in the capture area inside the red rectangle.
7. Confirm "Record" within the red rectangle
8. TurboDemo™ will capture your screen each time you click with your mouse, press the hotkey or over the automatic capture method
9. Click on the  icon in the system tray to end the screenshot session or press the **"Print"**-key to end capturing, if the TurboDemo™ icon is hidden from view.
10. Click **Yes** in the **Confirm** window to end the screenshot session or continue capturing by clicking **No**

6.4 Hot Keys in capture session!

Hot Keys



Recording and Capturing

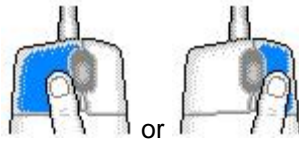
A) Automatic Recording



Toggle function: TurboDemo™ can be set to automatically capture at the rate of one screenshot per 0.2 - 5.0 seconds by pressing these keys. To end capturing, press **CTRL+SHIFT+T** again.

B) Single Picture Capturing

- Capturing the screen with every mouse click



Capture your process, by tracking your mouse clicks. Press the "**Left**" or "**Right**" mouse buttons to record.

- Capturing a screenshot



Press the "**Pause/Break**"-key to record each Screenshot. TurboDemo™ will capture everything inside the red rectangle. This means that every time you wish to cover a step you need to press the "**Pause**"-key.



Press the "**Print**"-key to end capturing, if the TurboDemo™ icon is hidden from view.



Control Keys



By pressing **CTRL+SHIFT+S** while capturing screenshots you can switch into the hidden TurboDemo™ application in order to see which screenshots you have captured. By pressing these keys again you will hide the TurboDemo™ window.

Application adaptation during recording:



Fit your active application into the red rectangle by pressing **CTRL+SHIFT+P**.

Application adaptation during recording:



Adjust or resize the red rectangle to the size of your active application by pressing **CTRL+SHIFT+R**.

Activate the red rectangle:



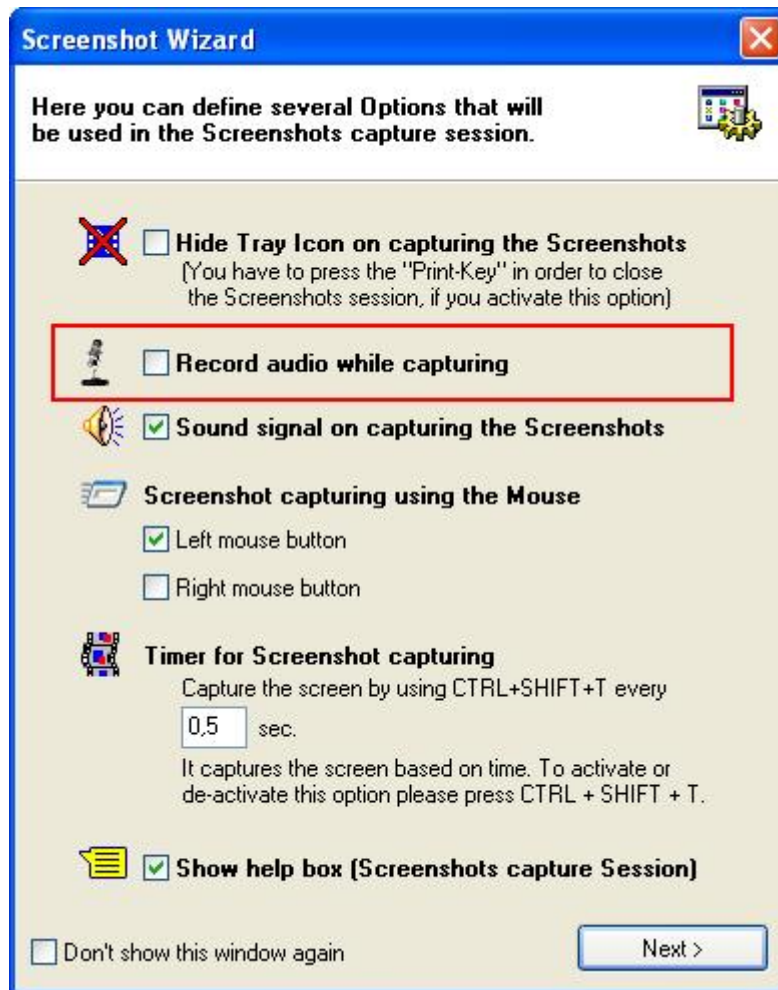
When pressing **CTRL+SHIFT+A** while capturing screenshots you will be able to activate the red rectangle. After the activation you can move the red rectangle with the Arrows-Keys to any position on the screen.

6.5 Capture Screen and Audio

Capture Screen and Audio

To capture screenshots and audio at the same time, you should choose the appropriate option in the Screenshot Wizard before you start the capture session.

The audio gets cut when you capture a screenshot, which means that you need to record the audio first and then take your screenshot, in order to avoid hops in the audio playback.



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Part


VII


7 Editing

7.1 Editing Overview

Edit Demo/Tutorial

When you are done capturing screenshots or recording, click on the TurboDemo™ icon  in the system tray or press  "Print"-key on your keyboard.

You are now in  **Thumbnail mode**. This mode helps you organize your project. Slides can be added, moved or deleted.

To edit slides, start  **Single Slide Mode** by double-clicking on any slide in the thumbnail view.

Navigate to other slides by clicking the top bar on the **Player Controls** and dragging the slider or by using the arrow keys.

In single slide mode you can add text, animated objects, photos and images, interactivity, links to the web, and sound.

Most if these features are accessible from the tool bar in Single Slide Mode.

[Description Notes](#): Add text via Text Notes, Balloons or Transparencies.

Text objects: These are text notes with the main difference that the text area does not disappear with balloons or text notes.

[Animated Objects](#): Used to attract the attention of your end-users.

[Add an image](#): Add your company logo or a simple image.

Audio Features: Add sound or tone with voice and background music.

Mouse Display: Change mouse cursor display and movement or delete mouse movement.

[Interactive Options](#): Make your Demo/Tutorial interactive by defining interactive zones within a slide. The end-user will receive the success or error message depending on mouse selection, entry fields or hot keys.

[Draw objects](#): This is also a type of interactivity option and allows the user to create customized areas or regions and assign them to an action which gives the ability for the end-user to jump and move from one slide to another slide in the project. You can draw these objects without an action function.

This is also where mouse movement and slide timing can be adjusted.

[Single Slide Icon's Overview](#)

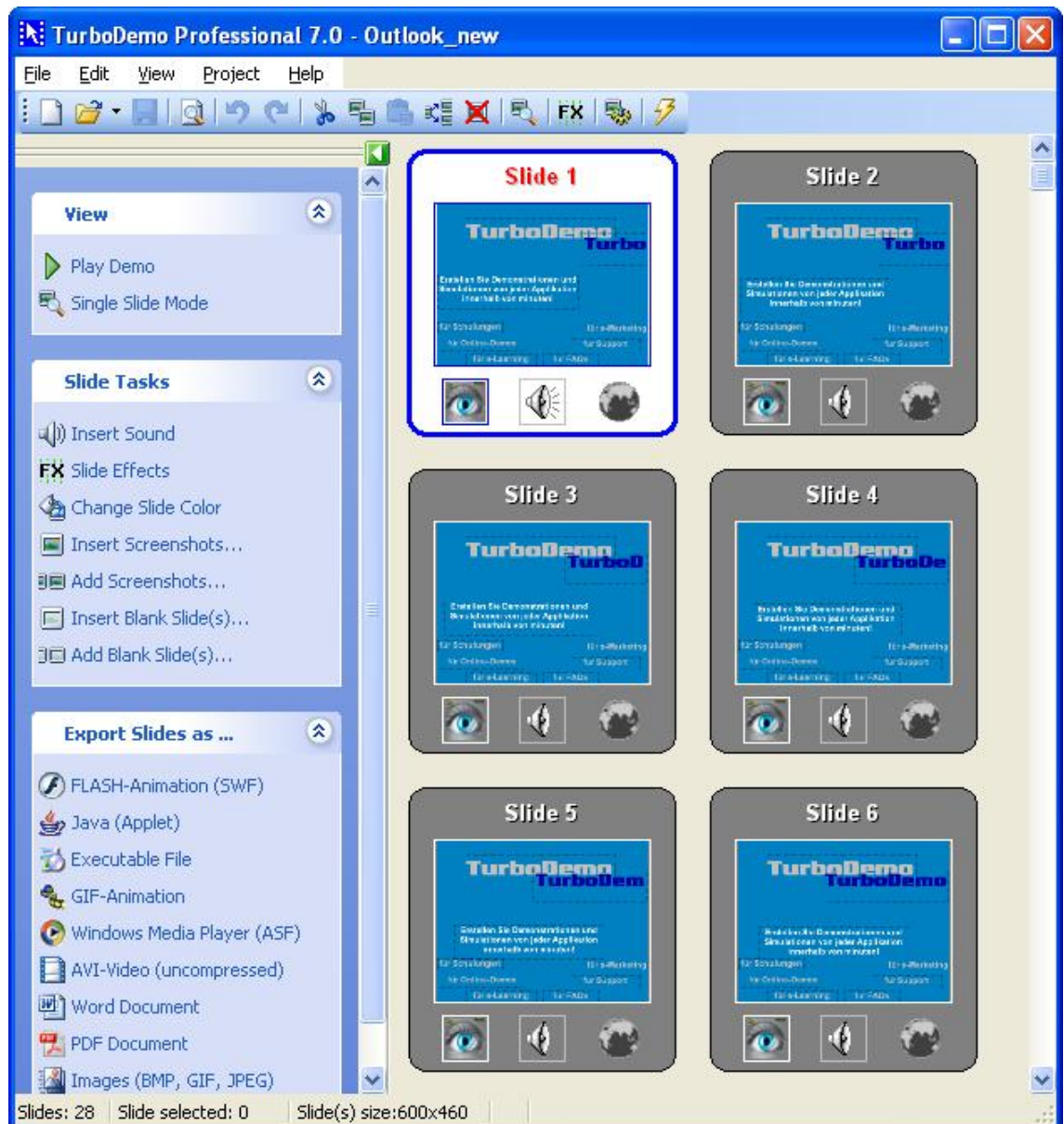
[Thumbnail Icon's Overview](#)

7.2 Thumbnail Mode

Thumbnail Mode


Thumbnail mode provides an instant overview of your project and appears immediately after you finish the screenshot session.

In this mode you can cut, paste, copy and delete slides, as well as, insert slide actions and add sound. You can also easily open other projects and copy slides from them to your current project.



7.3 Single Slide Mode

Single Slide Mode

To edit slides, start  **Single Slide Mode** by double-clicking on any slide in the thumbnail view.



Navigate to other slides by clicking the top bar on the **Player Controls** and dragging the slider or by left-clicking the blue arrow keys.

In single slide mode you can add text, animated objects, photos, images, interactivity, links to the web, and sound.

Most if these features are accessible from the tool bar in single slide mode.

This is also where cursor movement and slide timing can be adjusted.

By clicking the Play button on the Player Controls you can play the Demo/Tutorial in progress to check animations, cursor movement, and slide timing.

[Single Slide Icons](#)

7.4 Inserting an Image

Adding an Image

Add your logo or an image to your slide.

To add an image:

1. Double-click a slide in the Thumbnail View or use the **F3**-key
2. Click the menu "**Slide >> Insert Picture**" or press **CTRL+I**
3. Insert Picture window will be displayed
4. Browse to select your image, picture or logo
5. The image will be positioned in the opened slide
6. The image can be resized or moved to another position on the slide

Tip: It is possible to define a specific color as transparent.

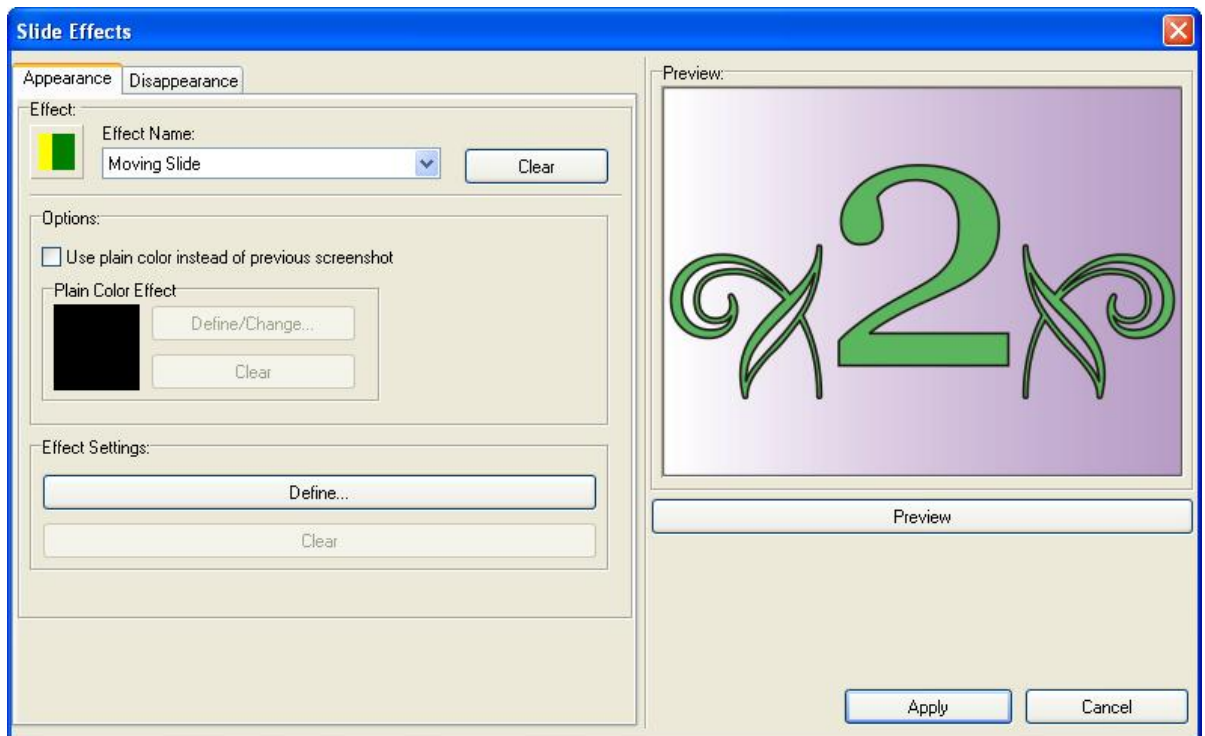
7.5 Slide Transitions

Slide Transitions

Since version 7.0 you can assign transitions to the slide. We distinguish between transitions for the appearance and for disappearance of the slide.

There are several effects to choose of:

- Fading
- Random Blocks
- Circle
- Clock
- Cross
- Jalousie
- Join
- Moving Slide
- Enlarging Squares



7.6 Adding Texts, Bubbles and Rollovers

Adding Text and visual effects

- [Notes and Balloons](#)
- [Balloon and text skin](#)
- [Adding an image](#)
- [Shockwave Flash Files](#)
- [Animated Pointers](#)
- [Elastic Bands](#)
- [Rollovers](#)

7.6.1 Notes and Balloons

Notes & Balloons

Describe your screenshot by using Balloons, Notes or Text Objects.



Balloons are very useful in explaining a click or an issue found on a particular slide. To add a balloon use CTRL+B or select the icon.



Notes are text objects with a specified background color. Notes are suitable for explaining a whole process or a particular step to the end-user. To insert a note press CTRL+N or select the icon.



Text objects are notes. They can be transparent or with a selected background color and do not disappear during the mouse movement as happens with balloons and notes. After balloons and notes have been displayed, they disappear during mouse movement while text objects remain.

7.6.2 Balloon and Text Skin

Notes & Balloons

Both Notes and Balloons have interchangeable skins that allow you to change the look and feel of your onscreen notes. They can also be easily resized.

To change the skin or text of a Note or Balloon:

Click on the Note or Balloon icon in Single Slide Mode -- the note or balloon will appear on the slide.

Double-click on the note or balloon -- the Edit Text dialog will appear.

To change the skin:

Click the Skin tab and click in the space under Skin Name.

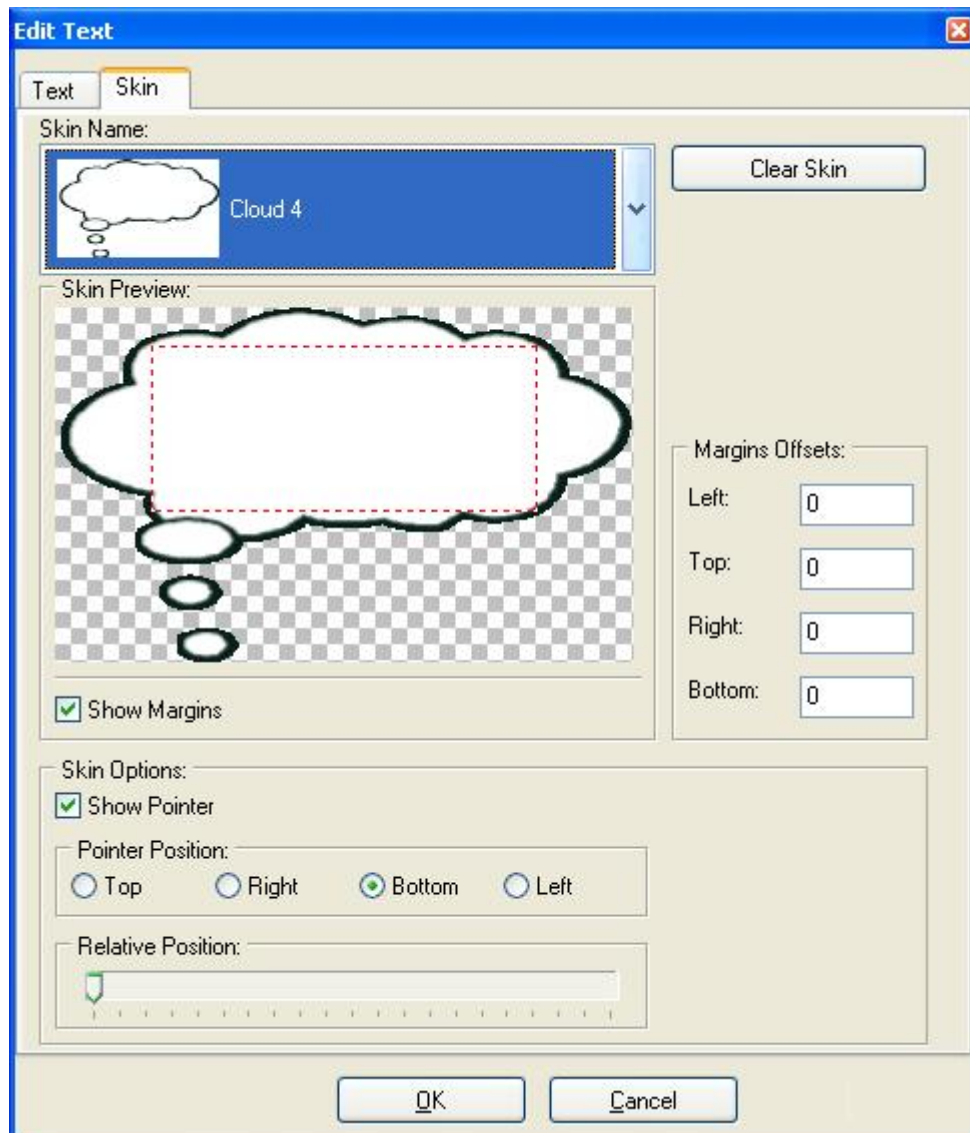
Scroll through the available skins and select the one you want.

Click OK.

To change the text:

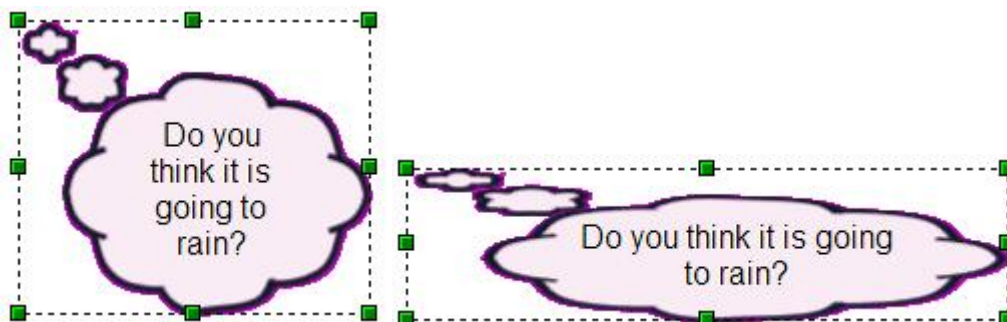
Click the Text tab to edit the text of the note or balloon.

Click OK.



To change the shape a balloon or note:

Click and drag a corner of the object when it is selected. The text will automatically resize to fit the new shape.



7.6.3 Rollovers

Rollovers



A rollover functions like a "dialogue balloon" in a cartoon and helps to give an explanation to emphasize desired information. This feature is used to describe buttons, fields and other objects and areas on your screen and works very well as a teaching tool. Rollovers are activated as balloons and are displayed when the end-user moves the mouse over the rollover area.

Beginning with Version 7.0 rollovers can be replaced with images and the available Skins for Notes and Balloons. Those will be displayed instead of the bubbles of the original Rollover.

[****]

7.7 Adding Animations

Adding Animations

- [Animated Pointers](#)
- [Elastic Bands](#)
- [Shockwave Flash Files](#)
- [Text Simulation](#)

7.7.1 Animated Pointers

Animated Pointers

You can use an Attractor to draw the attention of the end-user to a particular part of your Demo/Tutorial. The attractor arrow "blinks" in the selected color when activated and more than one arrow can be used concurrently, or in chronological sequence, to help you drive home important facts or information.



7.7.2 Elastic Bands

Elastic Bands

An elastic band functions similarly to that of an attractor. It encloses a text or area by using a frame that can be either circular or rectangular. This form of encircling draws end-user attention to even the smallest details.



7.7.3 Shockwave Flash Files

Adding Shockwave Flash Files


With this function you can enhance the quality of your Demo/Tutorials. For example you can highlight listings in a very nice way by adding an animated object.

Or if you want to highlight a certain area you can include Flash files (SWF) you created yourself. It is even possible to include your TurboDemo™ into another TurboDemo™. Note that playing Flash elements only works in Demo/Tutorials that are based on Flash or EXE format.

7.7.4 Text Simulation

Text Simulation

Beginning with Version 7.0 it is possible to easily simulate text entries. Just take a screenshot when you done your writing, for example an user name entry box or a email text. With the Typing

Simulation object  you can simulate the typing in different speeds, by drawing an object over the text. If the background of the text has a plain color, the Typing Simulation object recognizes the single characters automatically.



7.8 Adding Objects and Actions to Slide

Adding Objects and Actions to a slide

- [Drawing an Object](#)
- [Adding Hyperlinks](#)
- [Action Options](#)
- [Slide Actions Dialog](#)
- [Pause Button](#)

7.8.1 Drawing an Object

Drawing an Object

There are three types of objects:



- **Polyline:** Select "**Slide | Draw Lines + Freehand Mode**" or click on this icon to draw your own image/art and to define the action field. To end your image creation click on the **right** mouse button.



- **Rectangle:** Select "**Slide | Draw Rectangle**", or click on this icon, to create a rectangle shape.

- **Square:** Select "**Slide | Draw Rectangle**", or click on this icon, while pressing the shift-key to begin defining the position of your square.

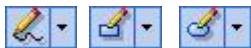


- **Ellipse:** Select "**Slide | Draw Ellipse**", or click on this icon, to create an ellipse shape.
- **Circle:** Select "**Slide | Draw Ellipse**", or click on this icon, while pressing the shift-key to begin defining the position of your circle.

To all these objects can be assigned an action, where the end-user is able to click on a specified area after which a defined event or action will occur: [Types of Actions](#)

7.8.2 Adding Hyperlinks

Adding Hyperlinks



- 1: Add your desired area by using [Draw Objects \(such as Polyline, Rectangle or Ellipse\)](#).
- 2: Double click your defined object to assign it to a **File**, **URL** or **E-Mail address** (mailto:sales@turbodemo.com)
- 3: In the URL field you can insert an file name, internet address, an e-mail address or any hyperlink you wish.

If the end-user clicks on the defined area, the URL will be opened. For example you can open external web-pages from a Demo/Tutorial or start another Demo/Tutorial.

Choose an **Action Type:** In the "[Action Option](#)" dialog you can define the action.

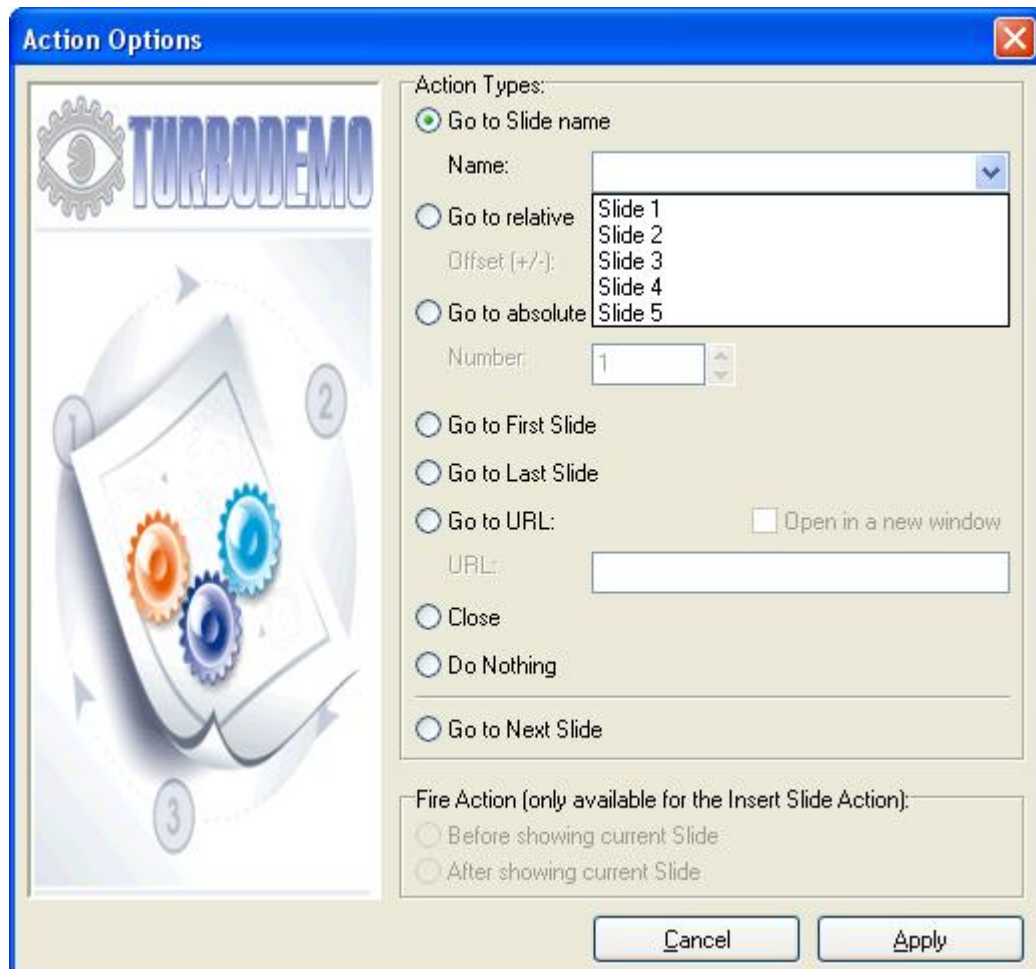
7.8.3 Action Options

Action Option Dialog

When a user clicks on an object in a slide, then (if any) the defined "Action" for this object will be activated.

Types of Action:

- | | |
|-------------------|---|
| Go to by name: | Action jump can be defined to go to a slide name instead of selecting the number of a slide. |
| Go to relative: | + or – slide jump. When the end-user misunderstands a process, then this action positions them, for example, 3 steps behind. This is indicated by -3. |
| Go to absolute: | This function is similar to the "Go to by name"-option. You will select the slide number instead of the slide name. |
| Go to first: | Jump back to the first slide. |
| Go to last: | Jump ahead to the last slide. |
| Go to URL: | Open the URL by clicking on this object. When the end-user clicks this object, then they will be forwarded to a web site. |
| Close: | Close the entire Demo/Tutorial |
| Go to next Slide: | This option brings you to the next slide |



7.8.4 Slide Actions Dialog

Action Option Dialog

A "Slide Action" will automatically run a predefined action, when you get to the specific slide. These actions can be before you see the slide or after the slide has been displayed.

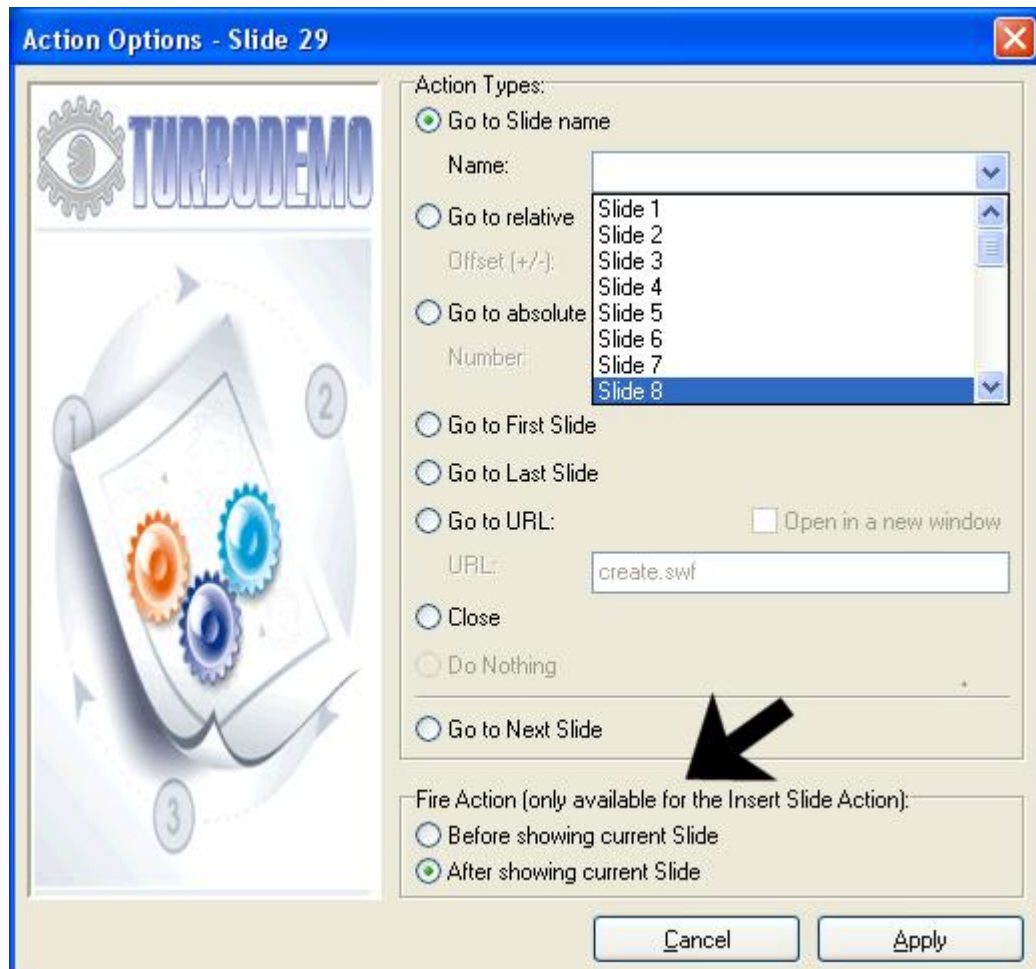
Slide action automation:

Before Showing...: You can define an action to occur **before** a slide is displayed.

After Showing...: You can define an action to occur **after** a slide has been displayed.



To activate these options you need to open the selected slide and click on this icon or use right-click in the slide to define this action. You can select either "Before showing ..." or "After showing..." for a slide - but not both.



Types of Action:

- Go to by name: Action jump can be defined to go to a slide name instead of selecting the number of a slide.
- Go to relative: + or – slide jump. When the end-user misunderstands a process, then this action positions them, for example, 3 steps behind. This is indicated by -3.
- Go to absolute: This function is similar to the "Go to by name" option. You will select slide number instead of slide name.
- Go to first: Jump back to the first slide.
- Go to last: Jump ahead to the last slide.
- Go to URL: Open the URL . When the end-user reaches this slide, then they will be forwarded to a web site.
- Close: Close the entire Demo/Tutorial
- Go to next Slide: Disables the above options and the Demo/Tutorial will move on to the next slide...

7.8.5 Pause Button

Pause Button


Adding a  Pause Button to a slide stops the Demo/Tutorial until the Pause Button is left-clicked.

A Pause Button halts play of the Demo/Tutorial until the pause button is clicked. It is ideal for allowing the end-user to study a slide that features a large amount of text or a complex graphic.


Besides pausing the Demo/Tutorial, slide actions from the [Action Options](#) list can be assigned to the Pause Button as well.

Since version 7 the Pause Button can also be defined as transparent through an option in the context menu.

To place a Pause Button on a slide:

In **Single Slide Mode**, click the  icon or select **Insert Pause Button** from the **Slide Menu**. Position the button where you want on the slide.

To assign a Slide Action to a Pause Button:

Right-click on the **Pause Button** and select  **Action Options**.

Choose an **Action Type**: In the ["Action Option" dialog](#) you can define the action.

To assign a Image to the Pause Button:

Right-click or double-click on the **Pause Button** and select **"assign..."** - a dialog box will appear to brows for the desired image

New is, that you can hide the Pause Button on the slide with just one click. The Option can be accessed through the context menu.

7.9 Adding Narration or Music

Adding narration or music

- [Slide Timing](#)
- [Adding Sound to a Slide](#)
- [Audio Editor functions](#)

7.9.1 Slide Timing


Slide Timing

Slide timing can be adjusted in Single-Slide-Mode in the Player Controls window.



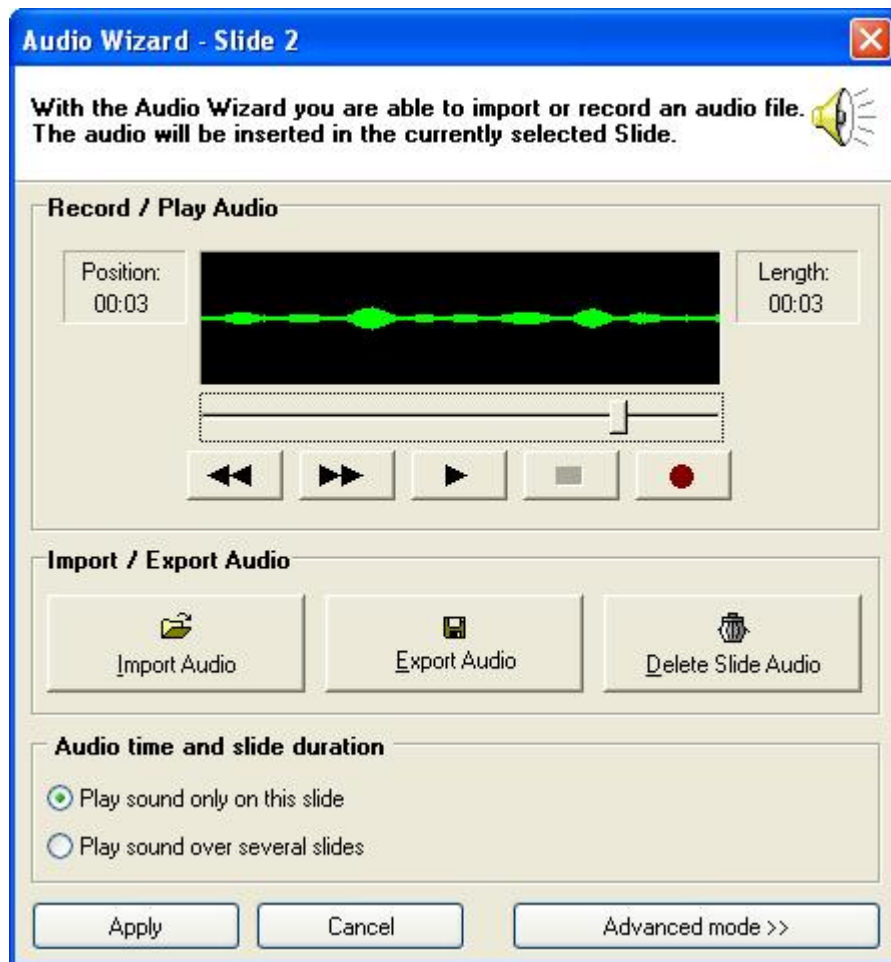
7.9.2 Adding Sound to a Slide

Adding Sound to a Slide

To add sound to a slide, click on the  icon in single slide mode and the Audio Wizard will appear. To start recording press the red button and to stop recording press the square black button. Of course, you will need to have a microphone properly connected to your computer.

To access the audio editor please click on the the Advanced Mode button. There you can change and edit your recorded or inserted audio.

In the thumbnail view you can enter the Audio Wizard by clicking the speaker icon in the thumbnails. To add already existing files, the files need to be in the .WAV format (uncompressed).



Audio can also be imported by clicking the "Import Audio" button. Navigate in the "Insert Sound" dialogue box to the desired sound file, then click "Open".

Clicking the "Export Audio" button exports the audio to a .WAV file.

Clicking the "Delete Slide Audio" button deletes all audio from the selected slide.

If you add sound or narration to the slide, you can choose between two options:

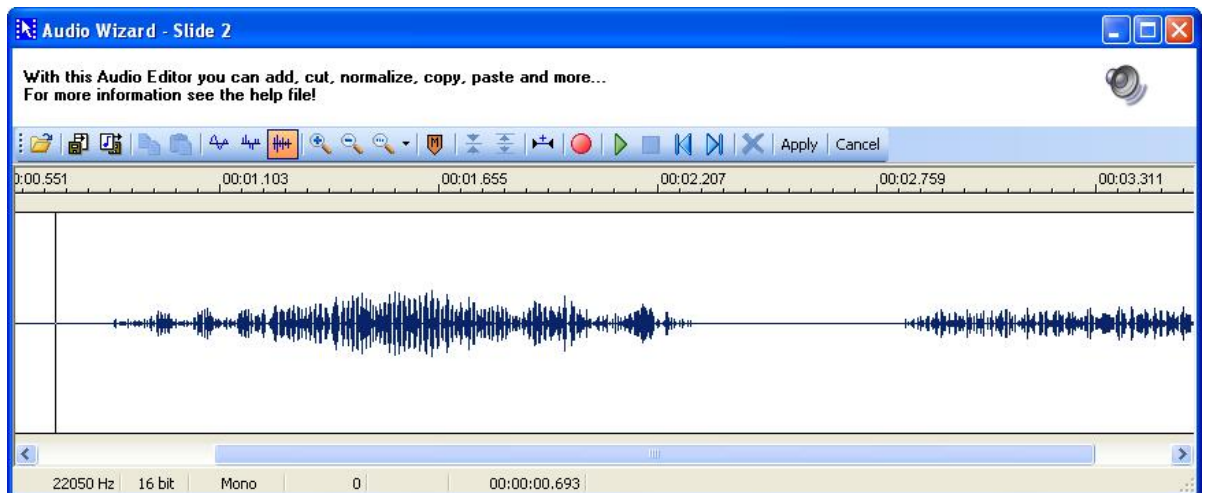
By default the "Play sound only on this slide" is activated. This means that the sound will be added to only this slide and the slide timing will be increased by the duration of the added sound.

The other option is, to "Play sound over several slides". This means that the sound does not stop at the end of the slide duration, instead it will play back over several slide till the end of the sound file.

7.9.3 Audio Editor

Audio Editor

Use the Audio Editor to add silence, adjust volume, add or cut comments, etc.



7.10 Interactive Functions

Interactive Functions

- [Interactive Demo/Tutorial](#)
- [Click area](#)
- [Text area](#)
- [Key area](#)
- [Pause Button](#)
- [Adding Hyperlinks](#)
- [Drawing an object](#)
- [Action option](#)
- [SCORM](#)
- [Question and answer \(quiz\)](#)

7.10.1 Interactive Demo/Tutorial

Interactive Demo/Tutorial

Add either click or text entry areas or hot keys and action regions with events. By doing so you are able to make your Demos/Tutorials interactive and improve your end-user's learning.

Click area: the end-user will be asked to use the mouse to interact with the Demo/Tutorial. The user can define "left"-, "right"- or "double"-mouse Click Types.

Text entry area: the end-user receives an area as an entry field, where they have to enter the requested information using the keyboard.

Hot key area: Define a hot key such as "CTRL+SHIFT+D", where the viewer will be asked to enter a key sequence.

Pause button: the end-user will be asked to click on this button to continue the Demo/Tutorial.

Draw Objects: Areas where the viewer is able to click and an event will occur, such as go to first slide or go one step back etc. If the end-user clicks on the defined area to fire a defined action. For example you can open external web-pages from a Demo/Tutorial or start another Demo/Tutorial by opening a URL which contains a new Demo/Tutorial.

7.10.2 Click Area

Click Area

You can use a Click Area in order to make an interactive Demo/Tutorial stop.

If the user clicks on the correct area the success message (**the green rectangle**) will be displayed. Otherwise the error message (**the red rectangle**) will be displayed.

To the success message and the error message can be assigned an action option. This means that after showing the message an action or event will occur. Please see the [Types of Action](#) which can be implemented.

The Click Area object can have multiple individual error messages. To add those, choose the option "add error message" over the context menu. The position of the added error messages can be changed later on through the context menu as well. With this feature you can guide the end user to the goal of your lesson.

7.10.3 Text Area

Text Area

You can use a Text Area in order to show a question or a request for information to the end-user.

When positioning a Text Area the user will be prompted to insert text into an edit field. If the end-user inserted text matches the text written in the field "**Answer should be:**" then the success message (**the green rectangle**) will be displayed, otherwise the error message (**the red rectangle**) will appear.

To the success message and the error message can be assigned an action option. This means that after showing the message an action or event will occur. Please see the [Types of Action](#) which can be implemented.

The Text Area object can have multiple individual error messages. To add those, choose the option "add error message" over the context menu. The position of the added error messages can be changed later on through the context menu as well. With this feature you can guide the end user to the goal of your lesson.

7.10.4 Hot-Key Area

Hot-Key Area

You can use a Hot-Key Area in order to receive an answer from the end-user who can respond by pressing a Hot-Key through using the keyboard.

When placing a Hot-Key Area the user will be prompted to insert a key (for example "CTRL + T") over the keyboard. If the selected keystrokes of the end-user matches, then the success message (**the green rectangle**) will be displayed, if not the error message (**the red rectangle**) will appear.

To the success message and the error message can be assigned an action option. This means that after showing the message an action or event will occur. Please see the [Types of Action](#) which can be implemented.

The Hot-Key Area object can have multiple individual error messages. To add those, choose the option "add error message" over the context menu. The position of the added error messages can be changed later on through the context menu as well. With this feature you can guide the end user to the goal of your lesson.

7.10.5 Pause Button

Pause Button


Adding a  Pause Button to a slide stops the Demo/Tutorial until the Pause Button is left-clicked.

A Pause Button halts play of the Demo/Tutorial until the pause button is clicked. It is ideal for allowing the end-user to study a slide that features a large amount of text or a complex graphic.


Besides pausing the Demo/Tutorial, slide actions from the [Action Options](#) list can be assigned to the Pause Button as well.

Since version 7 the Pause Button can also be defined as transparent through an option in the context menu.

To place a Pause Button on a slide:

In **Single Slide Mode**, click the  icon or select **Insert Pause Button** from the **Slide Menu**. Position the button where you want on the slide.

To assign a Slide Action to a Pause Button:

Right-click on the **Pause Button** and select  **Action Options**.

Choose an **Action Type**: In the ["Action Option" dialog](#) you can define the action.

To assign a Image to the Pause Button:

Right-click or double-click on the **Pause Button** and select **"assign..."** - a dialog box will appear to brows for the desired image

New is, that you can hide the Pause Button on the slide with just one click. The Option can be accessed through the context menu.

7.10.6 Adding Hyperlinks

Adding Hyperlinks



- 1: Add your desired area by using [Draw Objects \(such as Polyline, Rectangle or Ellipse\)](#).
- 2: Double click your defined object to assign it to a **File**, **URL** or **E-Mail address** (mailto:sales@turbodemo.com)
- 3: In the URL field you can insert an file name, internet address, an e-mail address or any hyperlink you wish.

If the end-user clicks on the defined area, the URL will be opened. For example you can open external web-pages from a Demo/Tutorial or start another Demo/Tutorial.

Choose an **Action Type**: In the ["Action Option" dialog](#) you can define the action.

7.10.7 Drawing an object

Drawing an Object

There are three types of objects:



- **Polyline**: Select "**Slide | Draw Lines + Freehand Mode**" or click on this icon to draw your own image/art and to define the action field. To end your image creation click on the **right** mouse button.



- **Rectangle**: Select "**Slide | Draw Rectangle**", or click on this icon, to create a rectangle shape.

- **Square**: Select "**Slide | Draw Rectangle**", or click on this icon, while pressing the shift-key to begin defining the position of your square.



- **Ellipse**: Select "**Slide | Draw Ellipse**", or click on this icon, to create an ellipse shape.

- **Circle**: Select "**Slide | Draw Ellipse**", or click on this icon, while pressing the shift-key to begin defining the position of your circle.

To all these objects can be assigned an action, where the end-user is able to click on a specified area after which a defined event or action will occur: [Types of Actions](#)

7.10.8 Action Option

Action Option Dialog

A "Slide Action" will automatically run a predefined action, when you get to the specific slide. These actions can be before you see the slide or after the slide has been displayed.

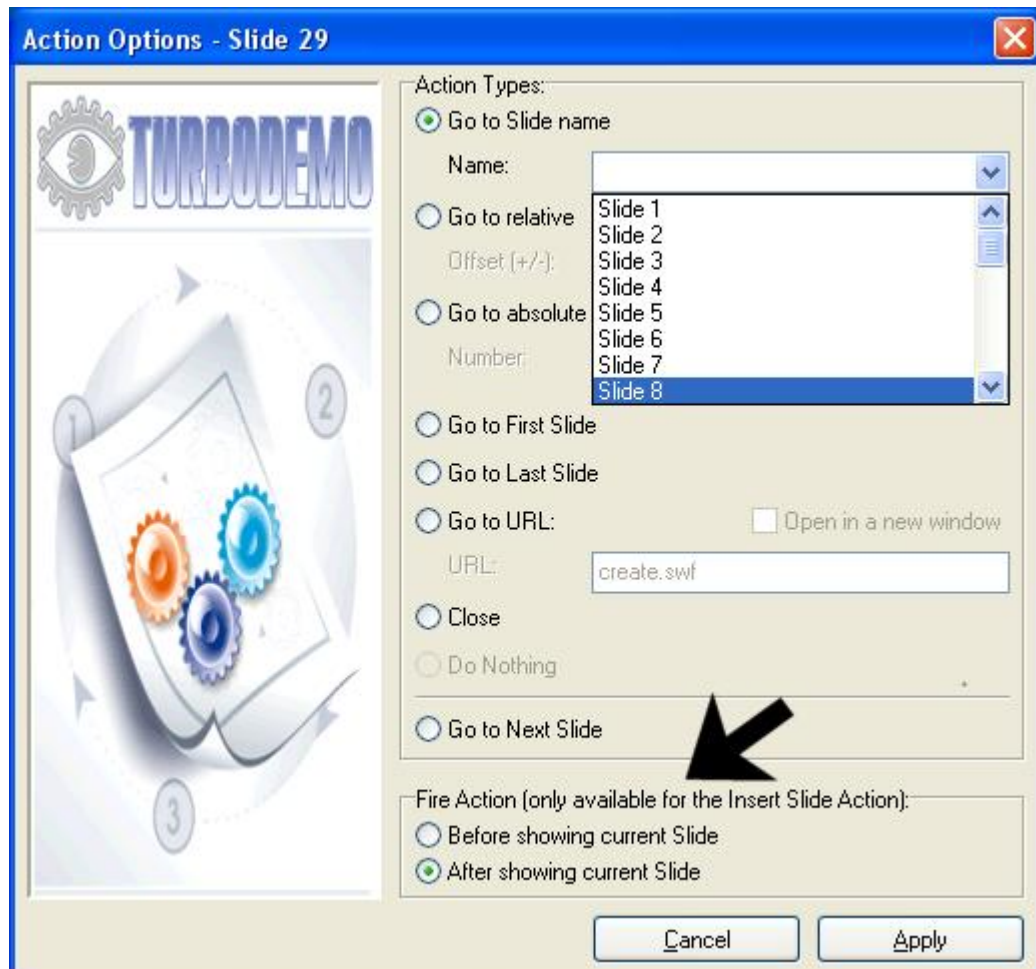
Slide action automation:

Before Showing...: You can define an action to occur **before** a slide is displayed.

After Showing...: You can define an action to occur **after** a slide has been displayed.



To activate these options you need to open the selected slide and click on this icon or use right-click in the slide to define this action. You can select either "Before showing ..." or "After showing..." for a slide - but not both.



Types of Action:

- Go to by name: Action jump can be defined to go to a slide name instead of selecting the number of a slide.
- Go to relative: + or – slide jump. When the end-user misunderstands a process, then this action positions them, for example, 3 steps behind. This is indicated by -3.
- Go to absolute: This function is similar to the "Go to by name" option. You will select slide number instead of slide name.
- Go to first: Jump back to the first slide.
- Go to last: Jump ahead to the last slide.
- Go to URL: Open the URL. When the end-user reaches this slide, then they will be forwarded to a web site.
- Close: Close the entire Demo/Tutorial
- Go to next Slide: Disables the above options and the Demo/Tutorial will move on to the next slide...

7.10.9 SCORM

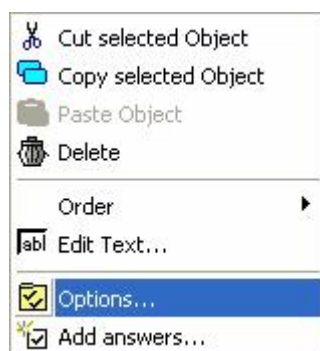
SCORM settings

SCORM is a standard for interactive learning software within an LMS (Learning Management System). You can, for example, document your students' learning progress and so make your teaching materials more effective.

TurboDemo™ generates demonstrations or learning software that can be included into Learning Management Systems. These Demo/Tutorial files can also be compressed automatically to one single file, if the LMS requires.

When generating the Demo/Tutorial you can influence the settings for SCORM with the flag statistics.

The points can be allocated through the interactive elements like click area, text input or quiz. Depending on the importance of the task more or less points can be given. For allocating points right-click on the activated interactive element.



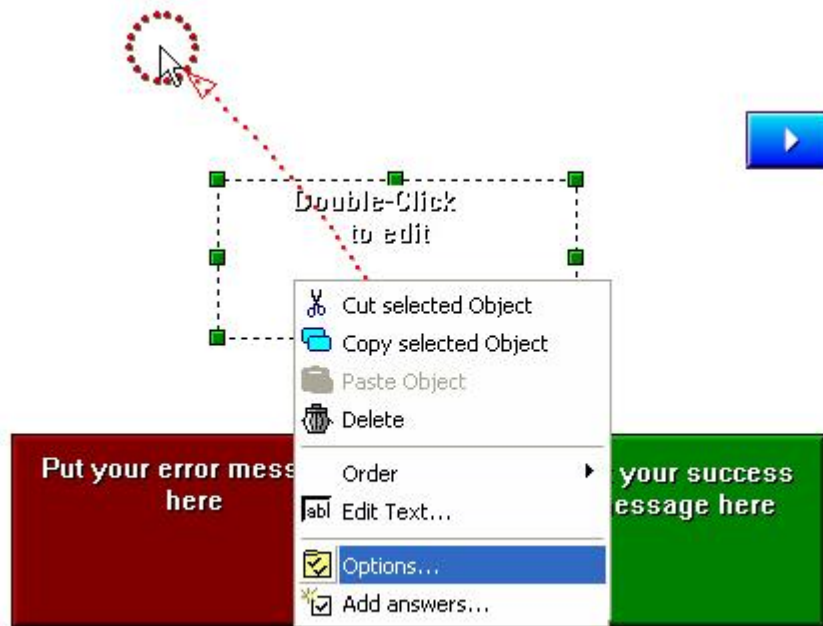
Please understand that at this point we can not explain how the SCORM files you created with TurboDemo™ can be included in the singular LMS.

Please ask the LMS manufacturer how the SCORM files created with TurboDemo™ can be included.

7.10.10 Question and answer (quiz)

Question and Answer (Quiz)

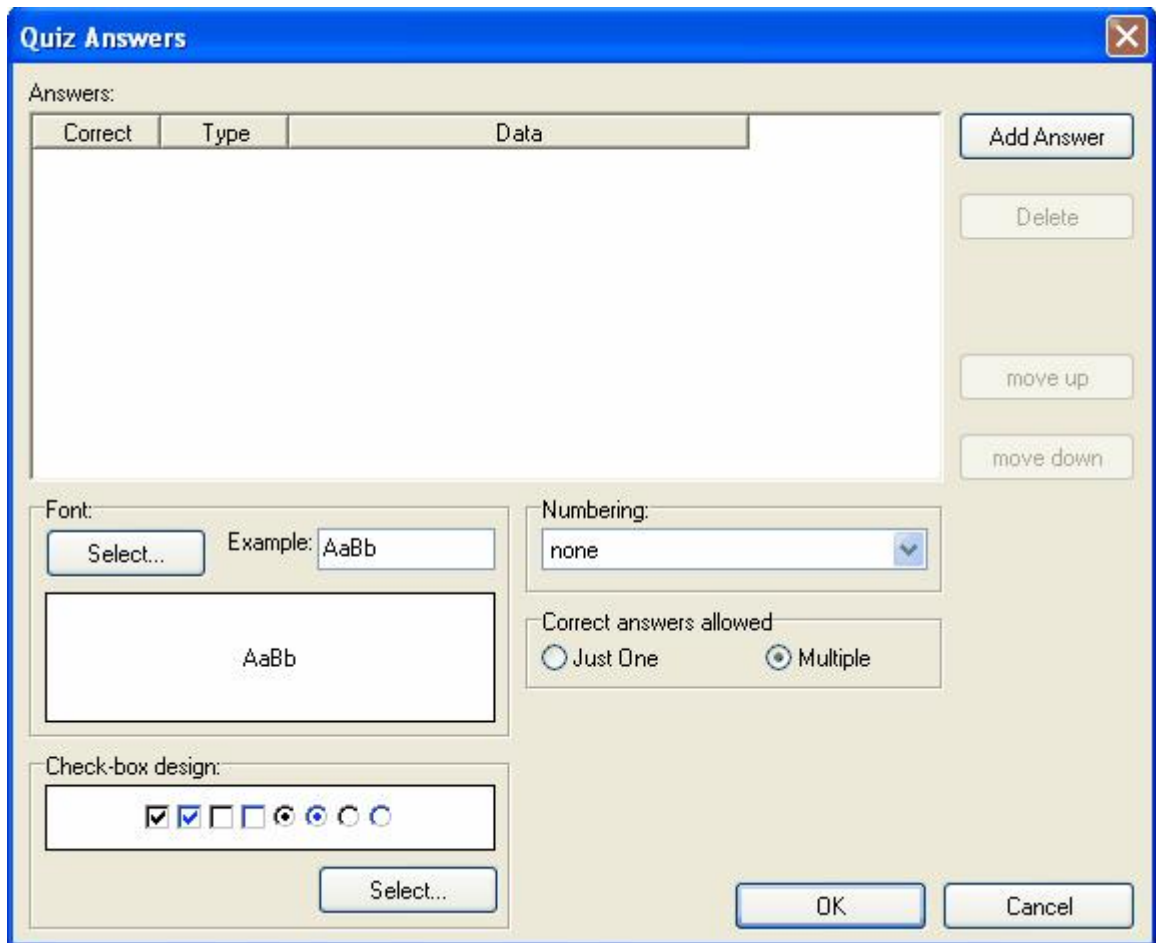
The question and answer quiz is very suitable for the creation of multiple choice tasks for your e-learning demonstrations. You may write down your questions directly or use preset questions in the form of images. Answers are added by right clicking the quiz question element.



The answers can be clearly laid out and you can choose between text answer and image answer. By double-clicking the line beneath the column "Data" where you can edit the text or allocate an image to the answer.

With the table option "Correct" you decide which answer is the correct one. With the option "Correct answers allowed" you can decide whether only one answer is correct or whether several correct answers are possible. Of course you can also number your answers by using the function "numbering"!

Correct	Type	Data
<input type="checkbox"/>	Text	
<input type="checkbox"/>	Text	
<input type="checkbox"/>	Text	
	Image	



The 'Quiz Answers' dialog box features a table with columns 'Correct', 'Type', and 'Data'. To the right of the table are buttons for 'Add Answer', 'Delete', 'move up', and 'move down'. Below the table, there are three sections: 'Font' with a 'Select...' button and an 'Example' field showing 'AaBb'; 'Numbering' with a dropdown menu currently set to 'none'; and 'Correct answers allowed' with radio buttons for 'Just One' and 'Multiple' (which is selected). A 'Check-box design' section shows a row of eight checkbox icons, with the first two checked. A 'Select...' button is located below this section. At the bottom right are 'OK' and 'Cancel' buttons.

In the demo itself the end-user ticks the answer(s) which he thinks are correct and needs to confirm his choice over the quiz button. Depending on the answer the success or error message will be displayed.

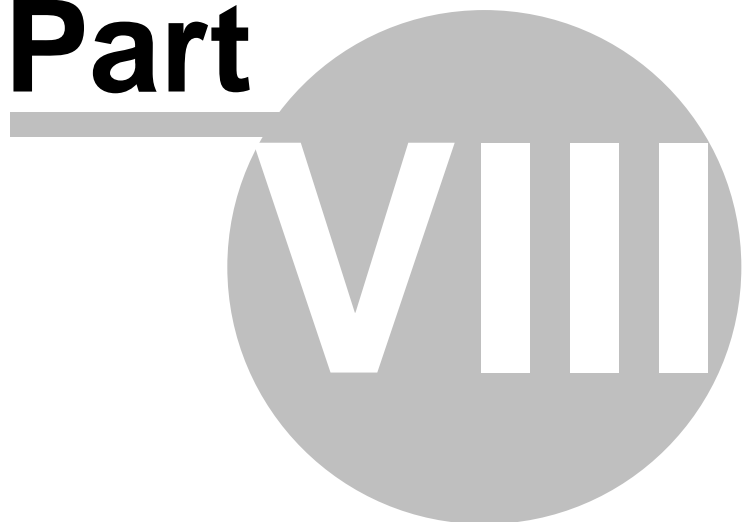
To the success message and the error message can be assigned an action option. This means that after showing the message an action or event will occur. Please see the [Types of Action](#) which can be implemented.

The quiz object can have multiple individual error messages. To add those, choose the option "Add error message" over the context menu. The position of the added error messages can be changed later on through the context menu as well. With this feature you can guide the end user to the goal of your lesson.

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Part



8 Publishing

8.1 Publishing Overview

Publishing or playing a demo

Click on this icon  to play a Demo/Tutorial. When the export wizard appears, select the type of file format you wish to generate.



After clicking OK you will be asked to enter the file name and the path of issue.

8.2 Saving the Project

Saving the Project

To save a Demo/Tutorial project, select from the pull-down menu **"File >> Save Project..."**, **CTRL+S** or **"File >> Save Project as..."**. This activates the Save Project dialog box. Enter the project name (for example, my_project.tdp) and then left-click the Save button to save the project.

"Save Project" is saving the project to your hard disk. To generate a Demo/Tutorial for publication to a web site, then select **"File >> Create Demo/Tutorial"** and select one of these formats:

- Flash
- Java/HTML
- GIF
- ASF

- PDF
- Executable and
- AVI-Movie
- Microsoft Word Document

How to create a Demo/Tutorial?

8.3 Opening an Existing Project

Open an existing Demo/Tutorial Project

To open an existing Demo/Tutorial project, select from the pull-down menu "**File >> Open Project...**" or **CTRL+O**. This activates the Open Project dialog box. Then select the project (*.tdp) you want to open in the Open dialog box.

After selecting a project, the first slide from the selected project will be displayed in the same dialog box, to give you the ability to verify that it is the actual project you would like to open. You can switch between the slides by clicking "**Next Slide**" or "**Previous Slide**" in the Open dialog box.

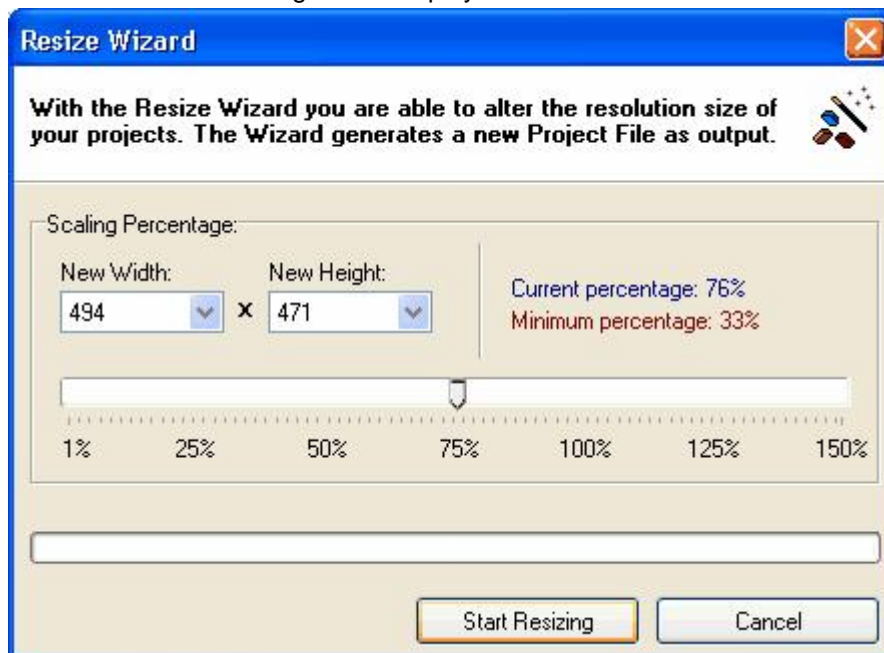
8.4 Resizing the Project

Resize the Project

After you have completed a Demo/Tutorial you can alter the resolution size of your Demo/Tutorial with this feature. You can shrink your Demo/Tutorial resolution size or enlarge it.

Please follow the following steps to resize an existing project:

- 1: Open your project by clicking "**File | Open Project**"
- 2: Select in "**File**" menu the menu item "**Resize**"
- 3: Resize Wizard Dialog will be displayed



- 4: The original width and height is displayed at 100%
- 5: You can use the popup to change either the width or the height. You can also use the Scaling panel to resize the project.
- 6: After defining the size click the "**Start Resizing**" button

- 7: After compiling the new project a message with the new project name and the path name will be displayed
- 8: Close the current project and open your new resized project.

8.5 Generate Demo / Publish Demo...

Generate Demo / Publish Demo...

Please follow these steps to create your Demo or Tutorial.

- Step 1: Start TurboDemo™ and click on "**Open Project...**" in the "**File**" menu
- Step 2: Select "**Generate Demo / Publish Demo...**" in the "**File**" menu and select the appropriate format for your Demo/Tutorial:
 - Flash
 - Java/HTML
 - PDF
 - GIF
 - ASF
 - EXE
 - AVI uncompressed
 - Microsoft Word Document (.doc)
- Step 3: Run the generated Demo/Tutorial: [How to publish a Demo/Tutorial to a web site?](#)

8.6 Navigation Panels and Skins

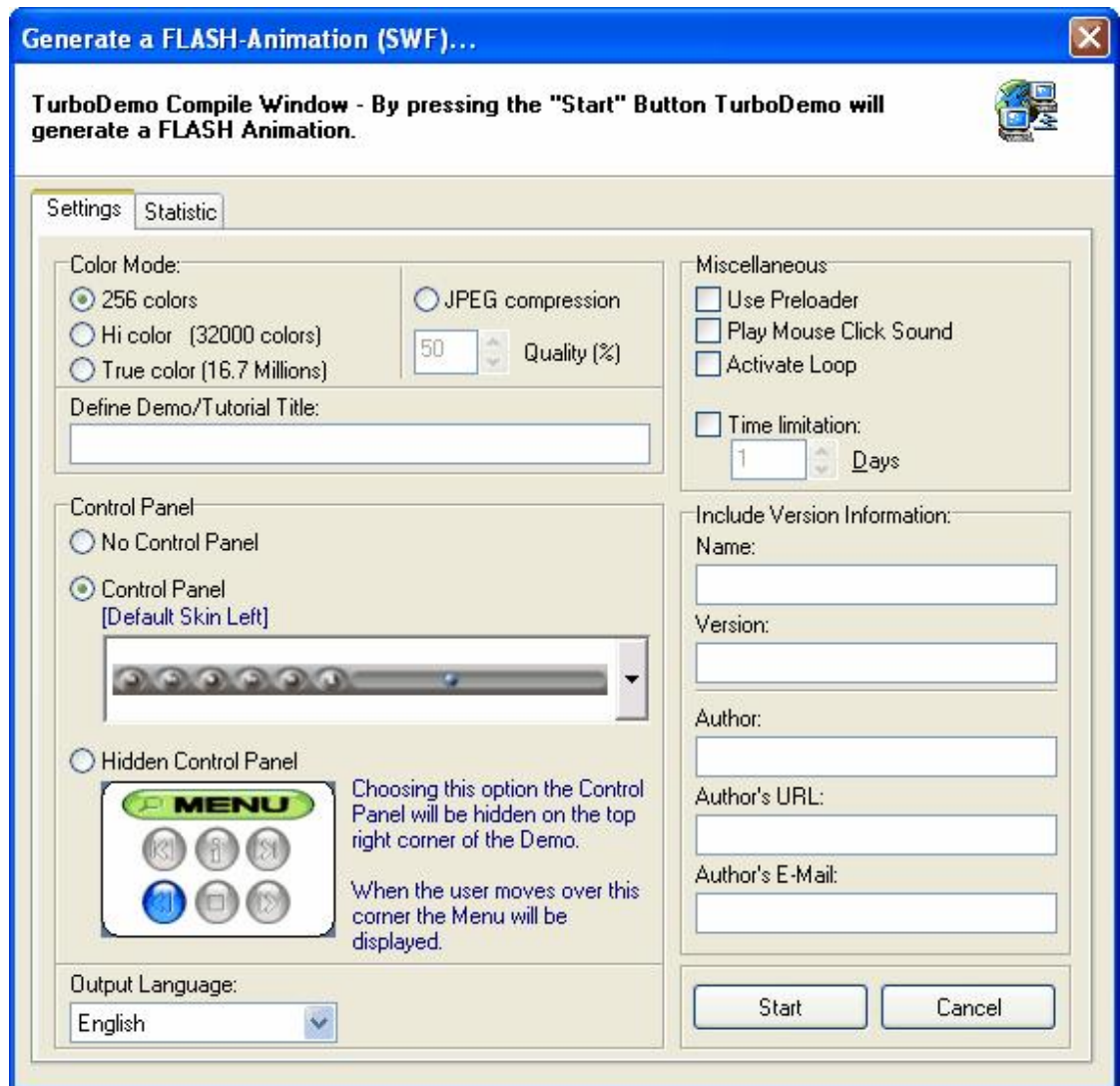
Navigation Panel and Skins

What is a skin?

A skin acts like a border or frame around your Demo/Tutorial to customize it by color, company logo and control player buttons. A skin allows you to present your Demo/Tutorial with the look and feel of your company.

Selecting a skin by creating a **Flash-** or **EXE-Demo/Tutorial**:

- No Control Panel
Run your Demo/Tutorial without the use of a navigation panel or menu.
- Navigation Panel
A navigation control panel will be added to the bottom your Demo/Tutorial and it includes play control buttons and the navigation panel.
- Hidden Panel
A hidden panel is displayed in the top right hand corner of your Demo/Tutorial. This is used when you don't have enough space on your slides to accommodate the panel or wish that the viewer doesn't see the navigation panel. The navigation panel is hidden as menu and is automatically shown when the end-user indicates it with the mouse.



Selecting a skin when creating a **Java/HTML-Demo/Tutorial**:

You can to select a skin in the pop-up-list. Skins include different background colors and circular or rectangular buttons. Please open the Skin Wizard to select one of the default skins.

8.7 Publish Demo/Tutorial to a Web Site

Publish Demo/Tutorial on a Web Site

Include your Demo/Tutorial in your website

If you wish to put your Demo/Tutorial on your homepage then you have to upload the Demo/Tutorial files to your web-server. If you wish to put your Demo/Tutorial on a CD-ROM or other media, you have to copy the files into a directory / folder. You will find more information about hosting Demo/Tutorial and posting them on your site below.

Host your Demo/Tutorial on your own server or on a CD-ROM

[Step 1] You have to upload your Demo/Tutorial files manually to your web server or copy the files to a directory.

These Files should be copied to your web server or to a directory:

Flash Demo/Tutorial
Demoname.SWF

Java Demo/Tutorial
Demoname.BIN

Demoname.HTM

Demoname.HTM

Tdemo.JS

Skinw.JAR

llp3.JAR

[Step 2] After you have uploaded/copied your Demo/Tutorial files, you can post them on a web page. Edit your HTML page and use copy and paste to add the following. Start by copying the following code and paste it between the <head> and </head> tags of your homepage only for Java-Demos. For Flash-Demos there is no need to add this:

```
<script language="JavaScript" src="tdemo.js"></script>
```

[Step 3] Use this link in your homepage in order to open your demo:

```
<a href="javascript:openDemo('Demoname.htm',width,height);">TITLE</a>
```

Here is an HTML - Source Code example of how to play a Demo/Tutorial

```
<html>
```

```
<head><script language="JavaScript" src="tdemo.js"></script></head>
```

```
<body>
```

```
Play Demo: <a href="javascript:openDemo('Demoname.HTM',Width,Height);">TITLE</a>
```

```
</body>
```

```
</html>
```

8.8 SCORM

SCORM settings

SCORM is a standard for interactive learning software within an LMS (Learning Management System). You can, for example, document your students' learning progress and so make your teaching materials more effective.

TurboDemo™ generates demonstrations or learning software that can be included into Learning Management Systems. These Demo/Tutorial files can also be compressed automatically to one single file, if the LMS requires.

When generating the Demo/Tutorial you can influence the settings for SCORM with the flag statistics.

Settings Statistic

Scoring:

☐ No Scoring

☐ Show statistic at the end of the demo

Info Width: 470 x Info Height: 400

Font Size: 12

☒ SCORM

☒ Zip SCORM Package

Pass Conditions:

☒ Collect points (weight) not less than

Points (Weight): 0

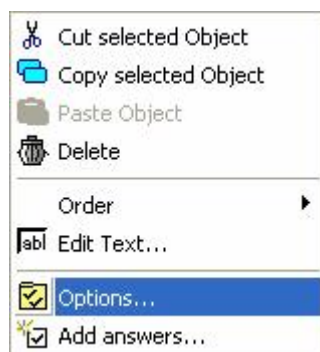
☐ Collect correct answers not less than

Answers count: 0

☐ Collect percent of total points (weight) not less than

Percents: 0

The points can be allocated through the interactive elements like click area, text input or quiz. Depending on the importance of the task more or less points can be given. For allocating points right-click on the activated interactive element.



Please understand that at this point we can not explain how the SCORM files you created with TurboDemo™ can be included in the singular LMS.

Please ask the LMS manufacturer how the SCORM files created with TurboDemo™ can be included.

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IX

9 Options

Options

Here you can find information how to do settings in TurboDemo™ or your project

[TurboDemo Settings](#)

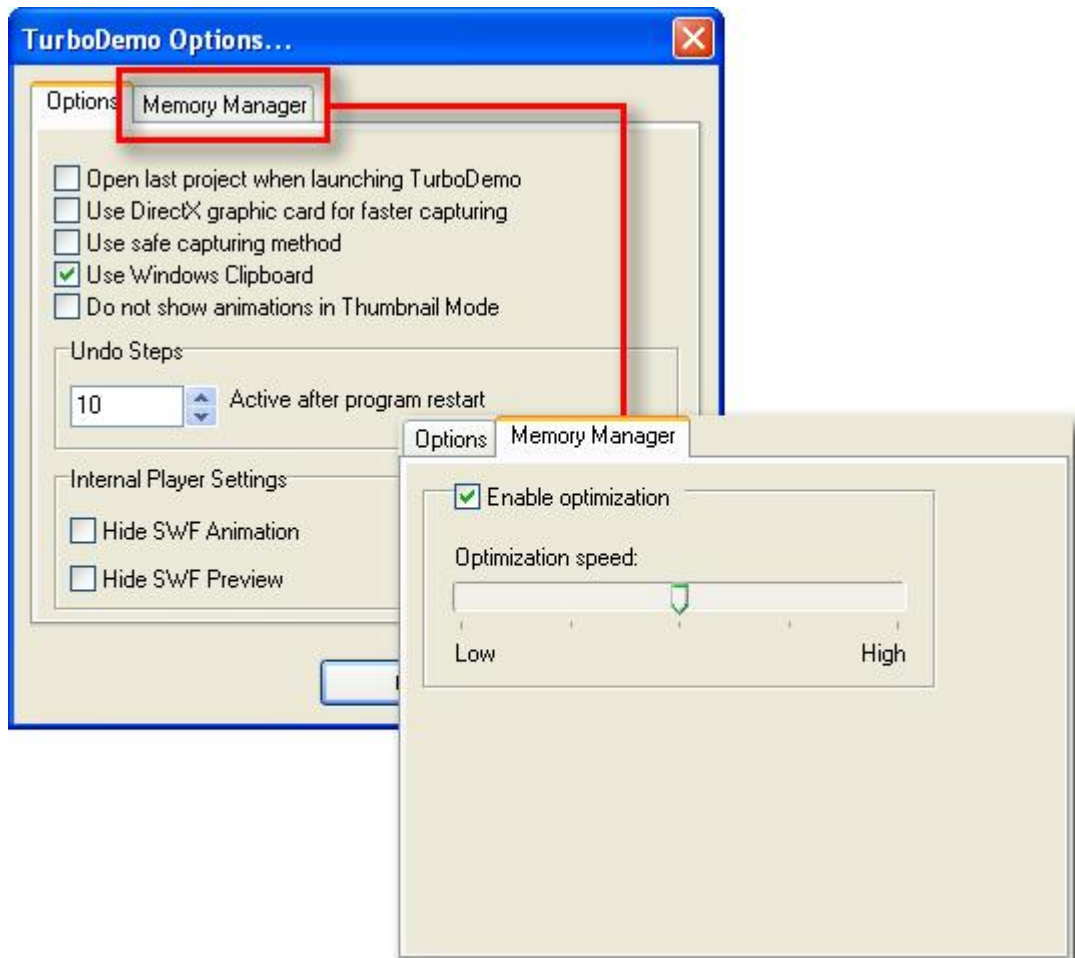
[Project options](#)

9.1 TurboDemo Settings

TurboDemo Settings

At this menu you can find the following setting possibilities:

- Opening the last project when starting TurboDemo™.
- DirectX capturing option: DirectX controls the interaction of the installed PC components. With some computers this leads to faster operation.
- Using safe capturing method: This option is necessary if you have problems with capturing. With some drivers for Nvidia graphic cards the capturing area is not reproduced correctly. With this setting you can prevent this effect, but it slows down capturing.
- Undo Memory: The value you set here will only be active after restarting.
- Options for the internal player: This is only for showing and playing TurboDemo™ itself. These settings have no influence on the generated Demo/Tutorial.
- The Memory Manager optimizes your memory requirements. The files used by TurboDemo™ are compressed in memory, so that you don't need as many resources with larger projects.
- Over the "Use Windows Clipboard" option you can adjust if you like to use the Windows Clipboard or the program internal method to store memory contents while copying objects or slides.
- Do not show animations in Thumbnail Mode, shows just the image of the slide transitions type, instead of the animated preview.



9.2 Project Options

Project Options

In the Project menu under "Options" you can allocate settings for the whole project.

Timing:

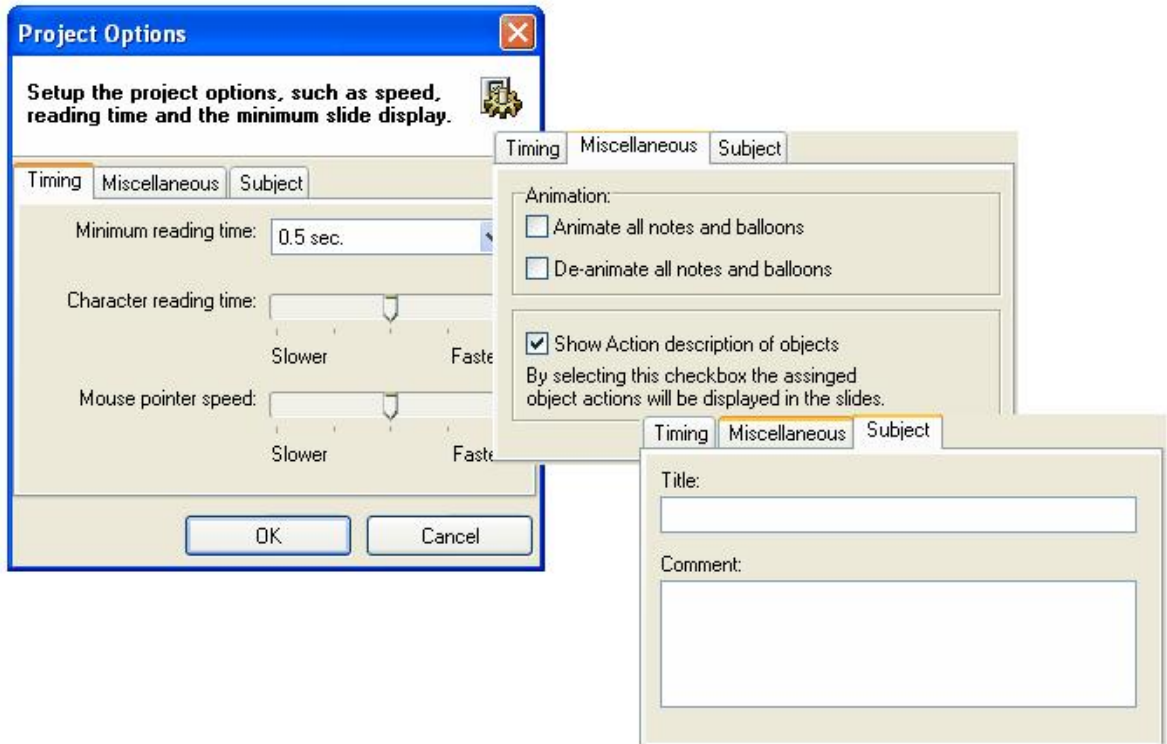
- The option "minimum reading time" sets the shortest time a slide is shown at shortest. The listed settings allow 0,5 sec, 1 sec, 2 sec and no time limit so that it is possible to have a slide duration of less than 0,5 seconds
- "Character reading time" sets the time that is added to a slide when notes or bubbles are added. Here you can adjust how slowly or how quickly the end-user is reading.
- With "mouse pointer speed" you can adjust the speed of the mouse pointer movement in the compiled Demo/Tutorials. In the different formats there can be differences in the mouse pointer speed.

Miscellaneous:

- The option "animation" shows the bubbles in the whole Demo/Tutorial animated. Otherwise, no animation of bubbles is shown. Animation means that the bubble fades in/out instead of appearing all at once.
- "Show action description of object" shows the object description. This is useful if there are many actions on a slide or if you want to export the slides as images.

Subject:

Comments are added to the project which can be seen by clicking the info button in the compiled Demo/Tutorial.



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Part



10 Hints and Tips

10.1 TurboDemo Standard and Professional

Differences between the Standard and Pro-Version:

TurboDemo™ Standard Package includes:

- 1: **Interactivity**
- 2: Ability to create Tutorials / Demos in **FLASH , GIF**

TurboDemo™ Professional Package includes:

- 1: **Enhanced Interactivity**
- 2: Ability to create Tutorials/Demos in:
 - JAVA-Format
 - FLASH
 - EXE-Files
 - ASF-Files (Windows Media Player Format)
 - AVI-Movies
 - GIF-Format
 - PDF-Document
 - Export slides into images
 - Microsoft Word Document
- 3: Training Tool
 - Create Time Limited Tutorials/Demos
 - Print slides for educational use
- 4: Resolution Resizing-Tool
- 5: Text Orthography Tool
- 6: **Enhanced Animation Objects**

Chart as a matrix of product differences:

<http://www.turbodemo.com/eng/differences.htm>

10.2 Important Hot Keys!

Hot Keys



Recording and Capturing

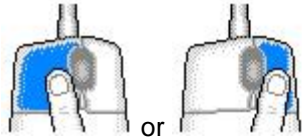
A) Automatic Recording



Toggle function: TurboDemo™ can be set to automatically capture at the rate of one screenshot per 0.2 - 5.0 seconds by pressing these keys. To end capturing, press **CTRL+SHIFT+T** again.

B) Single Picture Capturing

- Capturing the screen by every mouse click



Capture your process, what you would like to show by tracking your mouse clicks. Press the "**Left**" or "**Right**" mouse buttons to record.

- Capturing a screenshot



Press the "**Pause/Break**"-key to take each Screenshot. TurboDemo™ will capture everything inside the red rectangle. This means that every time you wish to record a step you need to press the "**Pause**"-key.



Press the "**Print**"-key to end if the TurboDemo™ icon is hidden from view.



Control Keys



By pressing **CTRL+SHIFT+S** while capturing screenshots will switch into the hidden TurboDemo™ application in order to see the captured screenshots. Press these keys again to hide the TurboDemo™ window.

Application adaptation during recording:



Fit your active application into the red rectangle by pressing **CTRL+SHIFT+P**.

Application adaptation during recording:



Adjust or resize the red rectangle to the size of your active application by pressing **CTRL+SHIFT+R**.

Activating the Red Rectangle:



When pressing **CTRL+SHIFT+A** while capturing screenshots you will be able to activate the red rectangle. The activated rectangle can be moved now with the arrows-keys to any position on the screen.

10.3 Hints and Tips

Hints and Tips

You will find tips under "**Help / Hints and Tips**" and here is an overview:

- TurboDemo™ Version 6.0 supports Undo & Redo!!
- Additional recording method: Automated screenshots capturing in adjustable time intervals. Just press "CTRL+SHIFT+T" to toggle on/off.
- Import images and insert or add them as a screenshot to your project. You will find this features under the "Project" menu.
- Right-clicking on objects will give you a menu of settable properties. For example changing text color.
- In the Version 6.0 of TurboDemo™ you can show results of your E-Learning Tutorial as a Graphic Chart and you can export the SCORM 1.2 compatible results into an LSM (Learning Management System)
- Application adaptation during recording: Fit the active application inside the red rectangle by pressing CTRL + SHIFT + P
- Application adaptation during recording: Adjust the red rectangle size to the size of your current opened application by pressing CTRL+SHIFT+R
- During the capturing session you can move the red rectangle, by clicking on the red border with the left mouse-button and then moving the rectangle with the mouse
- TurboDemo™ is suitable for: E-Learning, E-Commerce, Online Marketing, Consulting, Training, Support and much more...
- Pressing CTRL+SHIFT+A while capturing will activate the red rectangle. After activation you can move the red rectangle with the Arrows-keys to any position on the screen
- Pressing CTRL+SHIFT+S while capturing switches to the hidden TurboDemo™ application in order to see captured screenshots. By pressing these keys again will hide TurboDemo™
- Re-position or move the red rectangle by pressing the SHIFT-key and move it with the mouse (left mouse button)
- TurboDemo™ is the easiest and fastest way to explain the use of software, web-sites, IT Solutions and much more
- Additional recording method. Use mouse clicks for recording
- Add clicks sound with the check box "Mouse click Audio" when compiling your project
- Objects can be aligned now with the arrow keys?? Just select them and use the arrow keys to nudge them around!

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Part



XI

11 License, Ordering and Support

11.1 License Agreement

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11.2 Ordering Information

Ordering Information

Please visit our [home page](http://www.turbodemo.com) to view the latest offers. To contact us visit <http://www.turbodemo.com/Eng/contact.htm> or send us an email to sales@turbodemo.com. If you are interested in purchasing a site license for your company, then please send us an email to sales@turbodemo.com with the quantity of desired workstations and we will send you a quote.

Educational prices for schools, universities and colleges are available. Please ask for a quote.

11.3 Technical Support

Technical Support

To confirm that you have the most recent version of TurboDemo™ please view the TurboDemo™ home page at <http://www.turbodemo.com/help/faq.htm> in the section Frequently Asked Questions. The best way to report problems is to send an email to support@turbodemo.com.

When reporting problems, please include the following information:

1. Is the problem reproducible? If so, how?

2. Which version of Windows are you running (Windows 98, Windows XP, etc.)?
3. Which version of TurboDemo™ are you running (to view which version of TurboDemo™ you are using, choose "About TurboDemo™" in the Help menu)? Please include the entire "version" line in your problem report.
4. If a dialog box with an error message was displayed, please include the full text of the dialog box, including the text in the title bar.

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XII

12 Contact us

12.1 About us

About Us

balesio GmbH & Co. KG is an innovative software company and market leader in the development of intelligent application software for the Internet. We develop and distribute E-Learning Software and Internet-Filtering Software Solutions.

balesio GmbH & Co. KG is represented by distributors in more than 20 countries. Our products are sold in over 100 countries worldwide. To contact us please visit our home page at

<http://www.turbodemo.com/Eng/Contact.htm> or send us an email at info@turbodemo.com

12.2 Sales

Sales

The following information is for the English language version of TurboDemo™. There are English, German, Dutch, Spanish, Italian, Japanese and French language versions of TurboDemo™ as well. If you are looking for a version in one of these languages, please ask one of our sales representatives to forward your order, feedback or questions to our partner responsible for this area.

The sales departments can be reached at both of our headquarters located in Europe and the USA. Please visit our web site at <http://www.turbodemo.com/Eng/contact.htm> to contact us or send us an email at sales@turbodemo.com.

12.3 TurboDemo - Web Site

If you have access to the internet, then please visit us by clicking [here](#).

Index

- 6 -

6.0 2

- A -

About us 78
 Action Field 44, 52
 Action Option Dialog 46, 53
 Action Type 45, 46, 53
 Adding an image 39
 Advantages 8
 Animation Objects 42, 43
 Area 44, 52
 ASF - Windows Media Player 9, 28
 Attractor 43
 Audio 34, 48
 Audio Editor 49
 Authoring tools 19
 AVI 9, 28

- B -

Balloons 2
 Balloons 40, 41
 Begin Recording 31
 BMP 39
 buttons 32, 70

- C -

Call Outs 40
 Callouts 2
 Capture 30, 32
 Capture Screen and Audio 34
 Capturing 28, 31
 capturing keys 32, 70
 CD 12
 Circle 39, 44, 52
 Click Area 51
 Clock 39
 Concurrent 12
 Contact 75
 control buttons 32, 70
 Create a demo 28
 Create a Demo/Tutorial 31

Create Demo/Tutorial 61
 Cross 39

- D -

De-Install 12
 Demo 5, 9, 28
 Description Notes 40, 41
 Desktop 30, 31
 Double mouse click 50, 51
 Duration 48

- E -

Edit Project 37
 Editing 28
 Editions 70
 Elastic bands 43
 Ellipse 44, 52
 E-Mail 45, 52
 Enlarging Squares 39
 Enterprise 70
 Error 75
 Excel 9

- F -

Fade In and Out 43
 Fading 39
 FAQ 75
 Features 8
 Flash 9, 28
 Format 9, 28

- G -

Generate Demo/Tutorial 61
 GIF 9, 28, 39
 Graphic card 66

- H -

Help 75
 Help and Manual 19
 Hints and Tips 72
 Host 62
 Hot keys 32, 70
 Hot Key Area 51
 Hover 42
 Hyperlink 44, 45, 46, 52, 53

- I -

Icons 24
 Image 39
 Insert 2
 Install 12
 Interaction 51
 Interactive Demo/Tutorial 50
 Introduction to TurboDemo 7
 Introduction 5
 Issue 75

- J -

Jalousie 39
 Java 9, 28
 Join 39
 JPG 39
 Jump 45, 46, 53

- K -

Key Area 51
 keys 32, 51, 70

- L -

Left mouse click 50, 51
 Licence 74
 License 74
 Logo 39

- M -

Memory 66
 Menu 21, 22, 23, 24
 Mouse click 50, 51
 Mouse Hover 42
 Movie 9, 28
 Moving Slide 39

- N -

Navigation Panel 61
 Network 12
 News 2, 13
 Notes 2
 Notes 40, 41

- O -

Objects 42, 43
 Open an existing Demo/Tutorial project 60
 Options 66, 67
 Ordering Information 75

- P -

Panel 61
 Pause Button 47, 52
 PDF 9, 28
 Picture 39
 Play 59, 61
 Polynome 44, 52
 PowerPoint 9
 Presentation 5
 Problem 75
 Professional 70
 Project 60, 67
 Publish 59
 Publish Demo/Tutorial 61
 Publish Demo/Tutorial to a Web Site 62
 Publishing 28

- Q -

Quickstart 32
 Quiz 54, 56, 63

- R -

RAM 2
 Random Blocks 39
 Record 30, 32
 Recording 31
 recording keys 32, 70
 Rectangle 44, 52
 Red rectangle 31
 Region 44, 52
 Resize Project 60
 Resolutions 60
 Right mouse click 50, 51
 Rollover 42
 Rubber 43

- S -

Sales 78

Save 59
SCORM 54, 56, 63
Server 12
Shockwave files 43
Simulation 5, 9, 28
Single Slide Mode 38
Skin 2, 41
Skins 61
Slide time 48
Slide Transitions 39
Slides 37
Sound 48
speak 34
Square 44, 52
Standard 70
Start Recording 31
Stop 47, 52
Stroke keys 50, 51
Studio 70
Support 75
SWF 2, 43
Symbols 24
System Requirements 12

- T -

transitions 39
TDP 60
Technical Support 75
Text 40
Text Area 51
Thumbnail 37
Time 48
Tips 72
Transparencies 40
Tutorial 5
Tutorial 9, 28
Types 41

- U -

Upload 62
URL 44, 45, 46, 52, 53

- V -

Version 2, 13

- W -

Windows Media Player 9
Word 9

- Z -

Zone 44, 52